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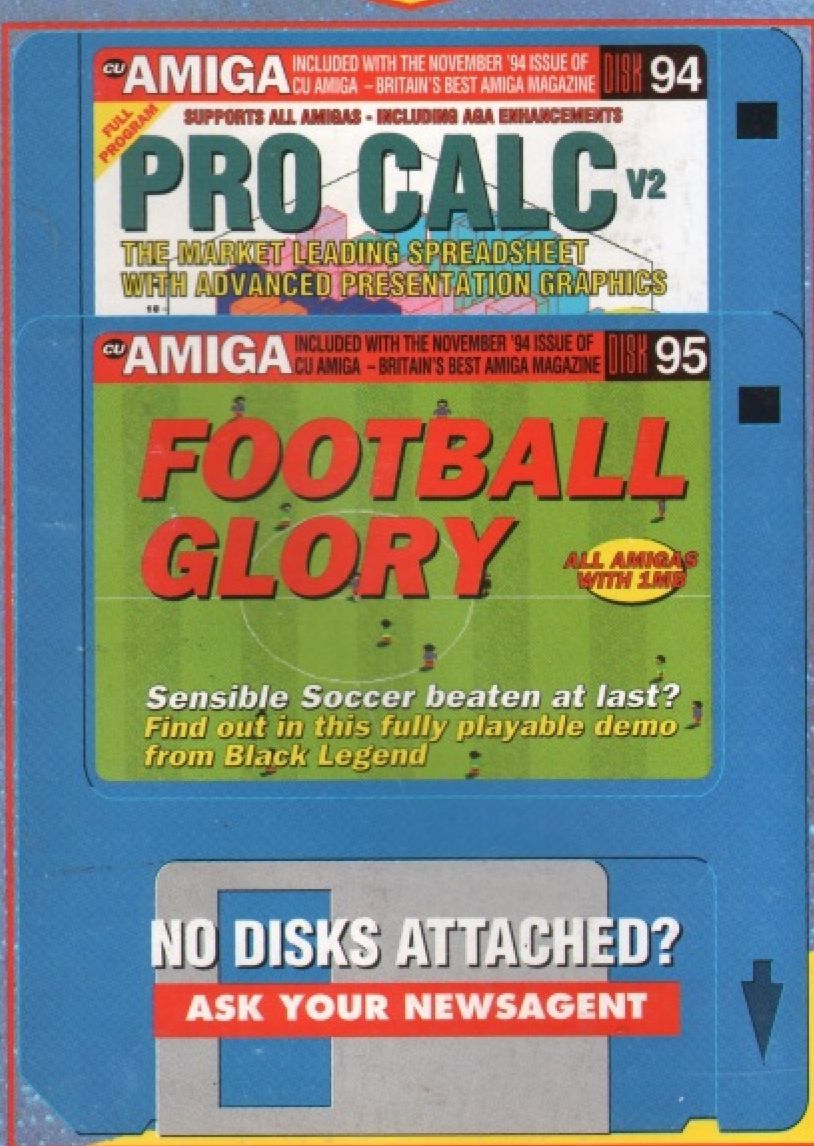
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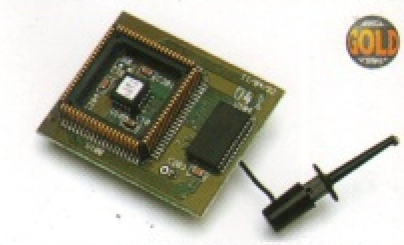
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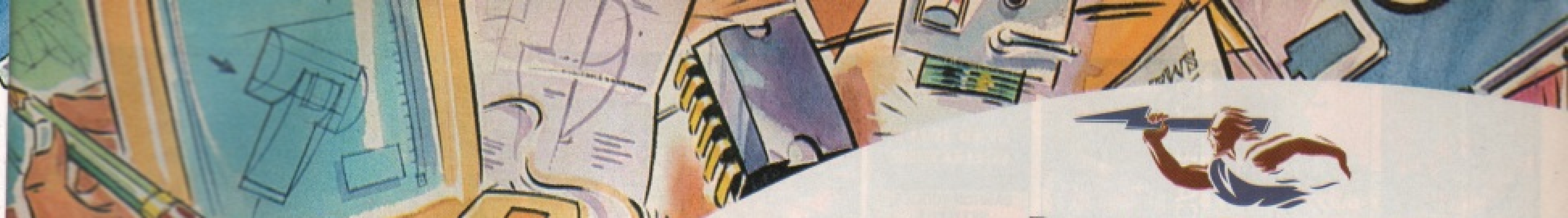
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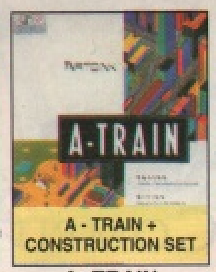
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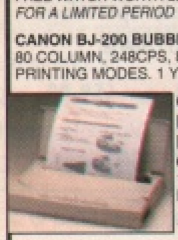
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CONTRIBUTORS: Peter Lee, Andy Mitchell, Vampyra, André Digard, Matt 'n' Andy, Frieda Dahl-Litman, Alan's mum.

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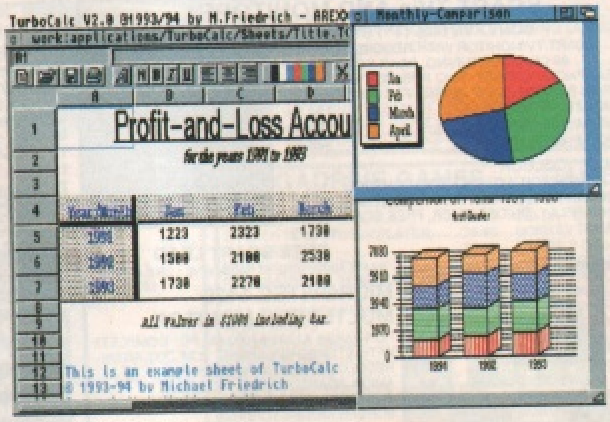
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CU AMIGA CONTENTS

GET SERIOUS

PRODUCTIVITY REVIEWS PRODUCTIVITY REVIEWS PRODUCTIVITY REVIEWS

We've the first full review of Pro Grab 24 RT, the most affordable realtime video grabber ever for the Amiga. Then there's *Turbo Calc, X-Cad, Typesmith* and some ingenious code encryption software, plus loads more besides.



Get your house in order with *TurboCalc*. Yes you can afford that winter holiday if you budget correctly.



The Samsung printer – big and beautiful or bulky and bad? Find out on page 102.

SCREEN SCENE

GAME REVIEWS GAME REVIEWS GAME REVIEWS GAME REVIEWS GAME REVIEWS

Cornucopia means 'horn of plenty' apparently. Once again, we've got another plentiful horn of games for you this month, including the likes of the stunning *Super Stardust*, a possible *Sensi Soccer*-beater in *Football Glory* (see coverdisks for a playable demo), the engrossing *Dreamweb*, and CD32 versions of *Cannon Fodder* and *Super Frog*.

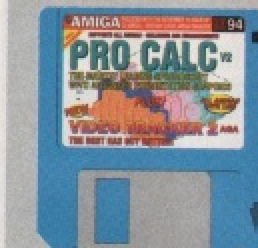


Just look at those fantastic *Lightwave*-rendered graphics in *Super Stardust* ... And its got brill gameplay to match.

REGULARS

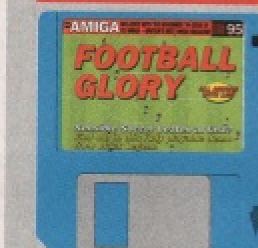
COVERDISKS

DISK 94 PAGE 8



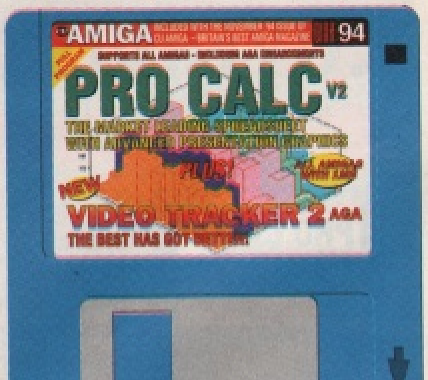
Pro Calc is here, in all it's fully functioning glory. Yes we've go the complete package for you. And we've managed to squeeze on the brilliant new *VideoTracker 2 AGA* too. Take your Amiga to its limits and beyond!

DISK 95 PAGE 12



Football Glory is tipped to knock *Sensible Soccer* off its perch. Decide for yourself with this excellent fully playable one or two player demo. It's a perfect taster of one of the best football games around. Bicycle kicks, arguments with the ref and flying tackles abound.

AD INDEX



COVERDISK 94
PROFESSIONAL CALC

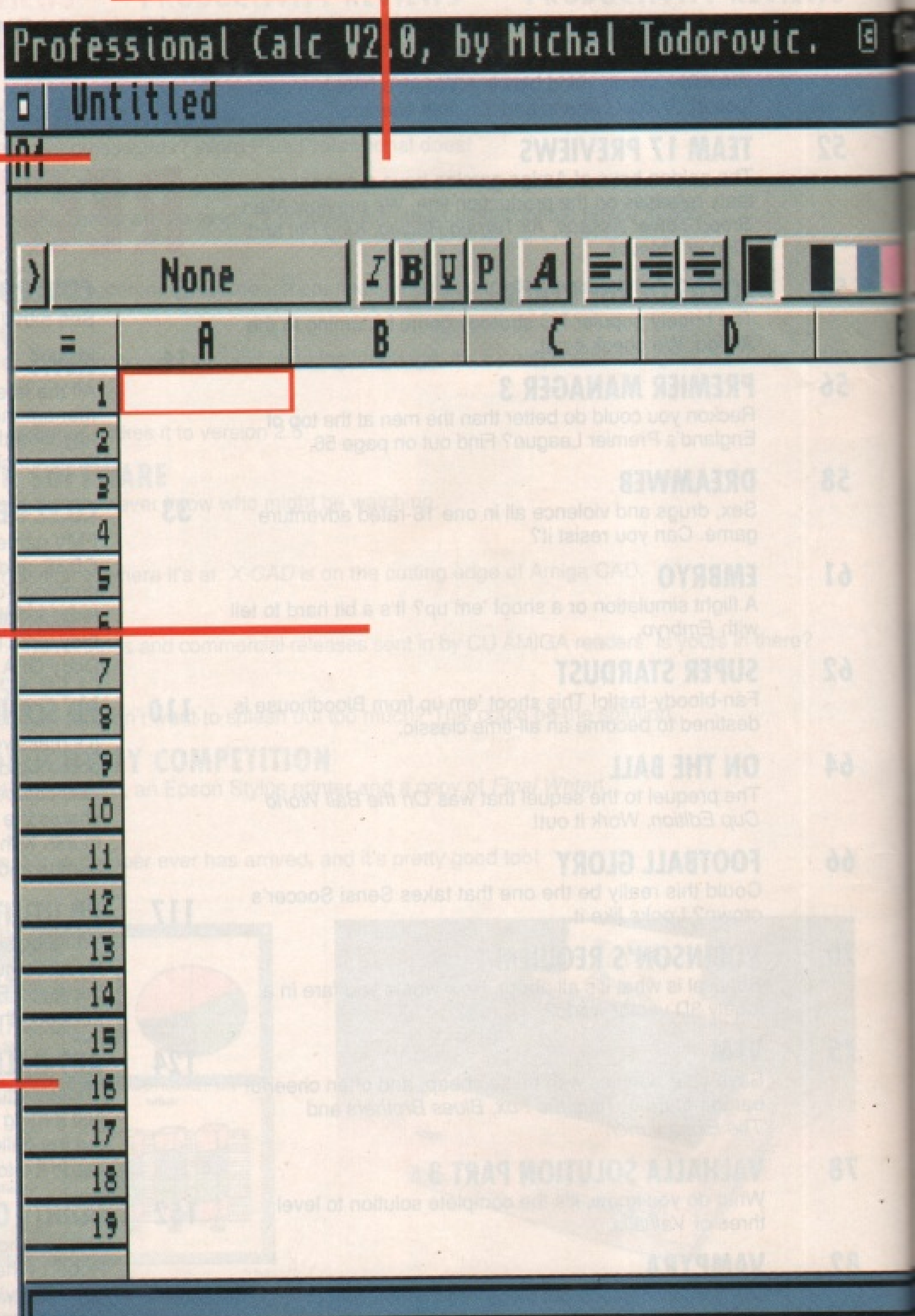
GoldDisk Professional Calc was the best spreadsheet available for the Amiga, and now you have free it on this month's coverdisk.

There was a time when spreadsheets did nothing more than perform simple calculations on rows and rows of numbers. Nowdays, however, they are powerful computing tools, spanning several different types of applications. *Professional Calc* for instance can not only perform hugely complex, and otherwise time-consuming calculations in the blink of an eye, but can also create stunning three dimensional graphs, and act as a mathematical data base!

The program itself is very simple to use, you'll be able to learn most of it simply by playing about with the various facilities. But to make things even simpler we've included two tutorials on the disk to help! Over the next three months we'll be looking at its features in further detail, but in the meantime check out the diagram below which details the major parts of the program and should get you started up.

CELL CONTENTS BOX

Move the mouse pointer to cell D6, then type in 300 and press return. As you type, the numbers appear here and if, for example, you now move the mouse pointer to cell A5 you'll see what you originally typed in '=sum(A1:A4)' appear here. This shows you what you are currently typing or the contents of a cell.



CURRENT CELL INDICATOR

As you move the cursor around the spreadsheet cells (either using the mouse pointer or the cursor keys) this box will show the current cell coordinates.

MAIN CELLS

In here you can enter the numbers and formulas (a term meaning the mathematical calculation to be performed) that actually make up the spreadsheet. Cells are referred to by the letters running across the top of the page and the numbers running down the left-hand side, so the cell in the top left hand corner is called A1. Move the mouse pointer over cell A1 and type in '100' then press return. Each time you press return the cursor will move down to the cell below it. Now enter 200, 300 and 400 in the same way. In cell A5 type in the following '=sum(a1:a4)' and press return. This will calculate the total resultant in adding 100, 200, 300 and 400 together and then show the result. You can enter text into cells in just the same way.

VERTICAL SIZERS

The opposite of Column Sizers, dragging the lines between the numbers allows you to increase the height of rows.

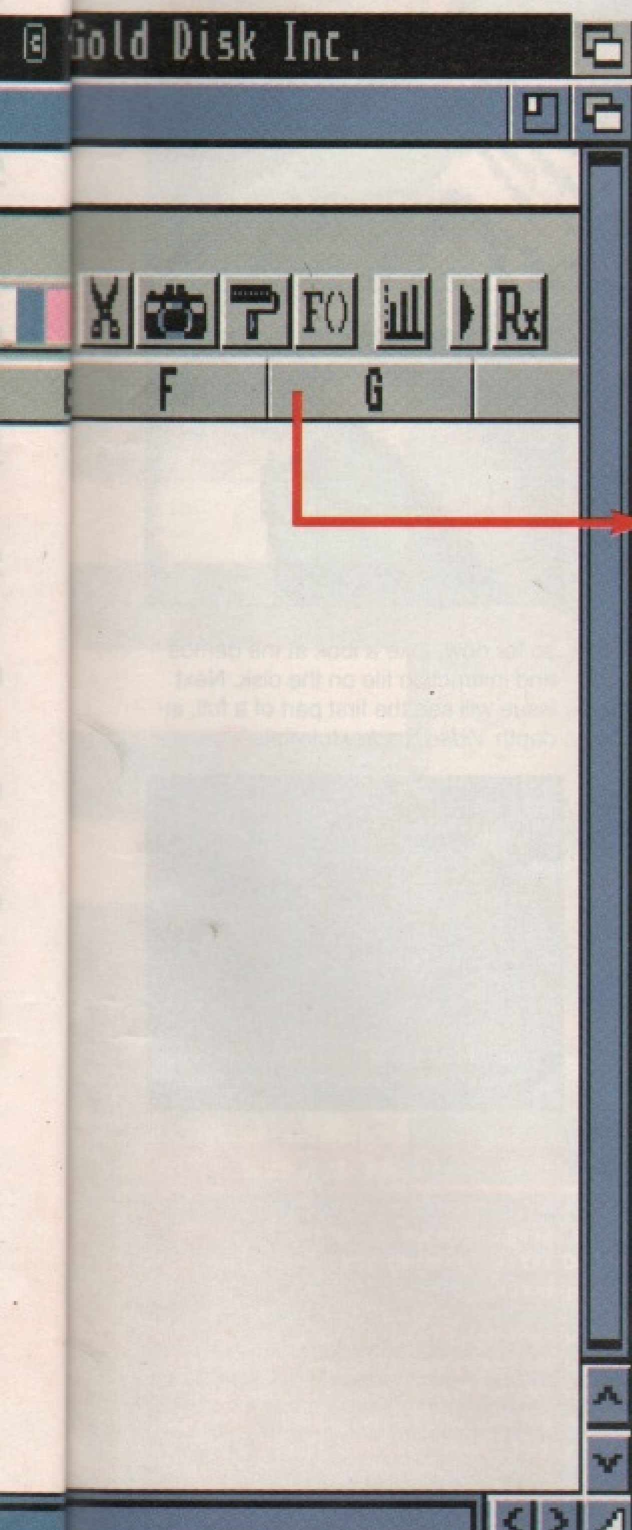
TOOLBAR

These icons allow you to carry out common operations quickly by simply clicking on the required icon. From left these are: italics, bold, underline and plain text, font selection, and justification (left, centre, and right). Moving the cursor over text on the spreadsheet and clicking on one of these will change the text attributes accordingly. For example, move the cursor to cell D1 and type in 'PRO CALC IS GREAT', press return, then move the cursor back to cell D1 and then try clicking on these buttons to see the effects. The other buttons are, in order:

- **Change Pen:** changes the colour of the current cell contents.
- **Cut Tool:** cuts currently highlighted cell(s) and temporarily saves their contents.
- **Copy Tool:** the same as cut, but this leaves the cell contents on the spreadsheet.
- **Paste Tool:** pastes back text that was cut or copied earlier.
- **Fast Function:** will be covered in more detail next month.
- **Chart Icon:** move the mouse pointer over cell A1 and holding the mouse button down, move it down to cell A5 (as you do so a red border should appear) then click on this button. You'll then be presented with a selection of



small graph types, Click on one of them and select continue on the next requester and a graph will be created. The last two buttons allow you to play back previously recorded sequences of instructions and to communicate with other programs via Amiga *ARexx*. Both of these will be covered in a future issue.



COLUMN SIZERS

Clicking on the lines between columns and dragging them allows you to increase the width of individual columns.

FORMULAS

As already mentioned, most cells will contain numbers while some will contain descriptive text or formulas. But what can you do with these numbers? Well *ProCalc* has a wealth of financial, statistical, and trigonometric functions that can process these numbers, in fact there are over 130 functions just waiting to be used. Below are many of the more common ones.

For the following items below 'List' means a range of cells specified by separating the start and end cells with a colon – ie A1:A5. 'Value' is a single cell (ie A1) or numeric value).

TIME:

DATE(month,day,year)
Returns the number of days between January 1st 1978 and the date indicated.

DATEVALUE("Date")
Returns the number of days since January 1st 1978 and the date given between the quotes, the format of this can be either "June-08-94" or "08-June-94".

HOUR()
Returns the number of hours since midnight to the time when this was last calculated.

MATHS

SUM(list)
Returns the total of all values in the List.

MOD(Value,Divisor)
Returns the remainder of Value divided by Divisor.

INTEGER(Value)
Truncates the fractional part of Value, returning just the integer.

FINANCIAL

CTERM(Interest,Future Value,Present Value)
Calculates the number of periods required for the value given by Present Value to grow into Future Value at a fixed interest rate of Interest and compounding each period.

BOOLEAN

These can be combined with the IF function to provide a decision making capability in your spreadsheets.

AND(List)
Returns TRUE (1) if all items in the List are True (greater than 0) or FALSE (0) if otherwise.

FALSE()
Returns zero (0).

NOT(Value)
Returns TRUE if Value is FALSE, and returns FALSE if the Value is true.

OR(List)
Returns TRUE if any item in the List is TRUE, or FALSE if otherwise.

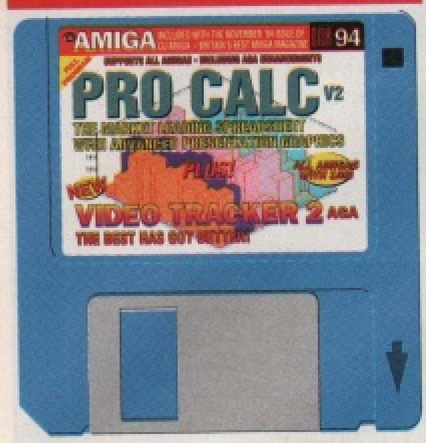
TRUE()
Returns one (1).

XOR(List)
Returns TRUE or FALSE depending on the cells in List. In the List is all Zeros or Ones return FALSE, if a mixture of zeros and ones return TRUE.

That's it for this month's quickstart guide, above you'll find a panel listing various formulas you can try out. If you want to save your spreadsheets move the mouse pointer up to the top of the screen and press the right mouse button. A menu will now appear under which you'll find options to save and load spreadsheets.

Next month we'll take a look at some of the menu functions that allow you to tailor the look of the spreadsheet and how it acts.

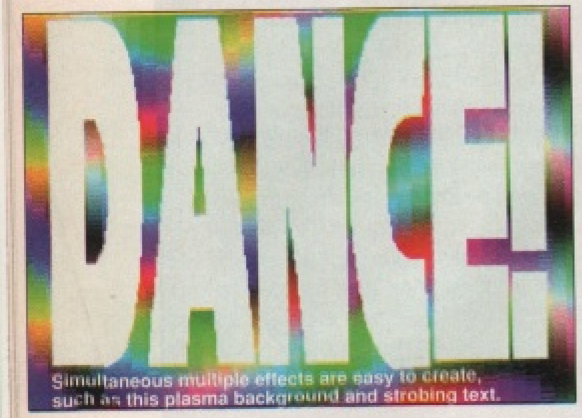
A1200 and A4000 only



COVERDISK 94

VideoTracker 2.0 AGA is the best demo creator available for A1200 and A4000 users. And we've got the fully-functioning, complete program on this issue's disk. For anyone who has used version 1 this is going to be a treat.

VIDEOTRACKER 2 AGA


Simultaneous multiple effects are easy to create, such as this plasma background and strobing text.

Wayhey! Tunnels and strobes, animations and plasma and loads of other yummy stuff! It's all on this issue's Coverdisk 94. *Videotracker 2 AGA* is the missing link between your imagination and reality. It's also the most powerful and flexible demo and video creator ever devised, allowing you to make free-standing state of the art demos, without all the mind-bendingly tedious programming associated with some other packages.

LOAD A DEMO NOW!

Load up one of the demos on the disk to get an idea of what can be done. Hold down the right mouse button and select LOAD VIDEO from the project menu. Double click on any of the four names that appear in the window. Once the video has loaded, click the Play button. Press the right mouse button to exit back to the editor section. Here's a brief guide to the demos on the disk.

TONE'S VIDEO: a small demo created by Tony Horgan to show off *Videotracker*'s speed. The soundtrack is an *OctaMED* Module.

COPPER MAGNIFY 3 AGA: a simple demonstration of the excellent tunnel and zoom effect.

JOYSTICK: A demonstration of the sound-to-light feature of *Videotracker*, which responds to joystick movements. See the on-disk instructions for more information. We'll cover this in detail in a future issue.

SIMPLE VIDEO: Shows a few more of the effects available in *Videotracker 2*.


These zooming, spinning, warping tunnels are amazingly trancey, and so simple to create.

GENERAL USE

VideoTracker uses an *OctaMED* or *Protracker* module as the backbone of all its demos and videos. Various visual effects, pictures and animations are triggered by the samples in the music module. For example, the bass drum could trigger one effect, while the snare drum triggered something completely different. The effect for each sample can be different for each song position. You can even assign a series of effects to sample, or combine a few effects simultaneously.


Don't you just love it?

Every sample has a priority value for each song position. If this is set to zero, then it does nothing. Otherwise, it triggers the effects or routines specified by the First Effect and Last Effect sliders. These are different for each sample. Samples with higher priorities will override lower priorities. Many effects need data files in order to work. These need to be loaded into the slots preceding the effect. For example, in order for the Wave effect to work, there must be a picture or a brush already on the screen. Most of them also have variations that can be set by changing the Routine Mode value. Some may only have one or two variations – others, such as the plasma, can have up to 65532 variеties!

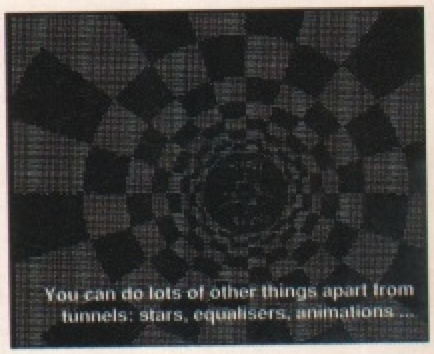
FABBY FEATURES

VideoTracker 2 AGA supports all of the following wonderfully fabby features: Rotational zooms, tunnels, plasma, starfields, equalisers, strobes, palette fades, picture wipes, multiple effects, text scrolling, vectors, IFF pictures, IFF brushes, IFF animations, genlocks, and loads more!

New features in Version 2.0 include the picture wipe routine, the Copper Magnify 3 AGA routine, bug-fixes for A4000 compatibility, improved used of Fast RAM, a brilliant new sound-to-video feature that reacts to music in realtime via the joystick port, and general improvements all-round.

We don't have room in this issue of the magazine to give a full tutorial, so for now, take a look at the demos and instruction file on the disk. Next issue will see the first part of a full, in-depth *VideoTracker* tutorial.


Silky smooth bitmap warps!


You can do lots of other things apart from tunnels: stars, equalisers, animations ...

ON-DISK INSTRUCTIONS

Videotracker 2 AGA **has an excellent instruction document on the disk – but the method for displaying it is a little more complicated than normal. Double click the *VT* disk icon, then double click the *VideoTracker* drawer icon. Now make sure that the *VideoTracker* window is active (it should have a blue border), and select Show All Files from the Window menu. Use the scroll bar at the bottom of the window to find the icon marked VideoTracker_Doc. Double click this icon, and change the text in the box that appears so that it reads PPMORE VideoTracker_Doc and press return. You can now read the instructions.**

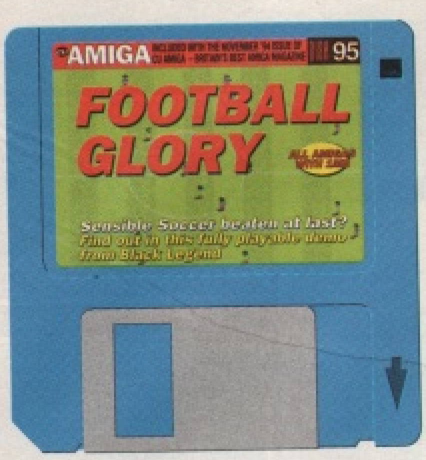

Hey, yeah ... like ... wow man, you know?

PROBLEM PAGE

If you have a problem getting *VideoTracker* to do what you want, and you're sure you've read all the instructions carefully, then maybe we can help. We'll be running a special *VideoTracker* Q+A feature in a forthcoming issue, with your problems solved by Peter van Campen, the programmer and designer of *VideoTracker*. Put your problem in writing (stating which version of *VideoTracker* you are using, and on exactly which Amiga) and send it to: VideoTracker Q+A, CU AMIGA, 30-32 Farringdon Lane, London EC1R 3AU.



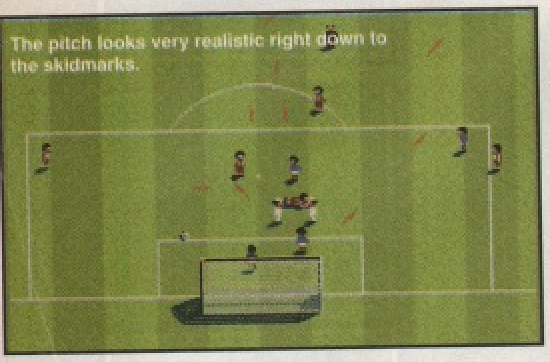
Arromanches
(Port Winston)
6 JUN 44
Gold Beach
6 JUN 44
Juno Beach
Ver-Plage
Courseulles
OVERLORD
D-DAY, The Allies' daring push against the Nazi invasion, the largest manned landing in history, a day for liberty, a day for freedom. Yet D-Day would never have happened had Germany's air, land and sea-power not been diminished.
It is your job to succeed in destroying the German forces occupying Northern France, in Operation OVERLORD the air campaign leading up to D-Day. Overlord gives you the opportunity to fly the Typhoon 1b, the Mustang III or the Spitfire IX. The game features the revolutionary INSIDE COMBAT LOCK system, the cinematic VIEW MATRIX and most realistic graphical portrayal of aircraft and gameworld, in any historical flight simulation to date.
© 1994 Rowan Software. ® Virgin Interactive Entertainment.
All rights reserved



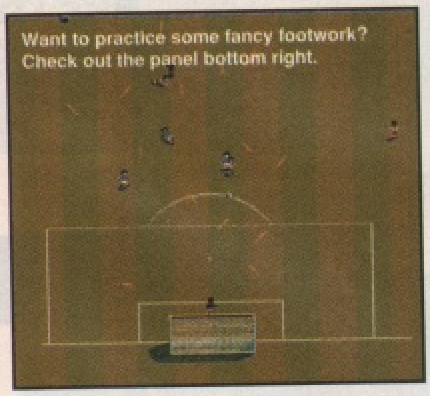
COVERDISK 95

Could this be the greatest football game ever. We certainly think so, and doubtless so will you when you try this fully playable demo.

FOOTBALL GLORY


The pitch looks very realistic right down to the skidmarks.

Croteam have been bashing away on this one for quite a while, and now at last they are ready to show the world what they are made of. Not only that, but they have also decided to give CU AMIGA readers a sneak preview of this fantastic football game by furnishing us with a completely playable demo of the game. You can play one or two player, with no time limit at all. The only cut off point is when a goal is scored, at which point the game goes back to the main menu.


Want to practice some fancy footwork? Check out the panel bottom right.

THE MENU?

The main menu also lets you watch one of the ten complete demonstration games on the disk. These are recorded matches, as played by the Croatians themselves, that show off every aspect of the game.

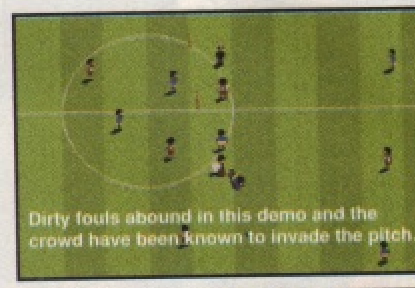
If you want to see everything from extremely violent fouls, bicycle kicks, dancing goalscorers, stretchers and arguments with the ref, then it's well worth watching these games. To see them, highlight the demo option on the main screen, and then push up or down on the joystick to highlight the game you want to watch (the number in the middle of the icon will change) and then press the fire button to load the demo.

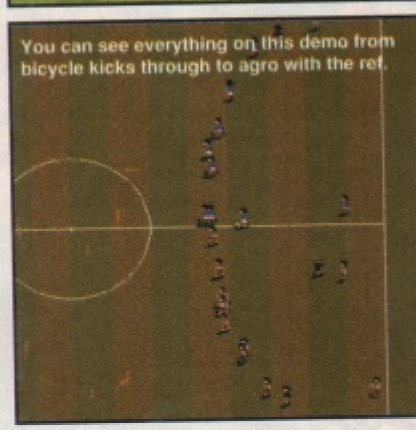
PLAYER MODES

To enter into either one or two player mode, just select the appropriate mode, press fire and you're away. If playing in one player mode, you will be kicking off. In two player mode, the player in port 2 kicks off.

NOTE: There are two versions of the game on our coverdisk - AGA and Non-AGA. In the non-AGA version, you won't get to see the replay video window that appears whenever something of interest happens. This is not included simply because it wasn't ready in time for our demo, and will be available when the game is released this month.

For the first few games, you won't be able to beat the computer, but once you've spent a little time in two player mode practicing all the game moves (see panel), you'll really see what makes this such a great game. For more, read this month's exclusive review.


Dirty fouls abound in this demo and the crowd have been known to invade the pitch.


You can see everything on this demo from bicycle kicks through to agro with the ref.


All right lads make two nice even lines. OK let's begin: "Red Rover, Red Rover we call Ryan Giggs over."

THE GLORY MOVES

Football Glory features a hell of a lot of moves for one football game, and it will take a little while to learn all of them. For those of you who really want to take advantage of the amazing control system, here is a list of all the game moves:

PLAYER IN POSSESSION OF BALL

Short fire:	Passing ball or low kick
Long fire:	Long Kick
Fire and delayed direction:	Aftertouch
Fire and delayed backward:	High ball
Fire and quick backward:	Heel pass
Fire and quick forward and delayed direction:	Dribbling pass
Short fire and delayed fire:	Double pass
Quick double direction:	Power attack
Quick double direction:	Jump sliding tackles

PLAYER WITHOUT BALL

Fire and quick direction: (While ball is on the ground)	Sliding tackle
Fire and quick direction: (While ball is in the air)	Header
Fire and forward and delayed direction: (While ball is in the air)	Bicycle Kick
Fire and forward and delayed direction: (While ball is on the pitch)	Volley Kick

GOALKEEPER

Short fire:	Throw to nearest player
Long fire:	Long throw
Pressed fire and forward and delayed fire:	Long Kick

PREMIER MANAGER 3



This game is not a matter of life & death...

...it's much more important than that...



Premier Manager 3 is the definitive football management game, and the climax to the most successful management simulation series in football history.

A whole range of exciting **new features** have been added to the immensely popular Premier Manager interface, which now includes:
● The European transfer market. ● New match display feature and user definable tactics. ● All the latest up-to-date squad listings. ● All the key European and English competitions. ● Three modes of in-match animation to help in game decision making. ● New 'Player Loan' facility. ● Assistant manager appointment. ● Direct instructions to squad members. ● Up to four independent scouts. ● Squad strengthening loans. ● Full graphic ground improvements. ● Comprehensive match reports. ● Detailed results and player/manager information service. ● Manager of the month award. ● Mid-season dismissal.

PREMIER MULTI-EDIT SYSTEM

Premier Manager 3 is the only game exclusively compatible with the new Premier Multi-Edit System™ the complete information editor ***AVAILABLE SOON***

"You'll never need another management game...ever!"

Please send me my FREE Premier Multi-Edit System™ information pack.

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Address: ____________________

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Send this coupon to:- Premier Multi-Edit System™
Gremlin Interactive Limited, Carver House, 2-4 Carver Street, Sheffield S1 4FS, England.

Available on: ● Amiga 1200, 500/600 ● PC 3.5" disk ● PC CD-ROM

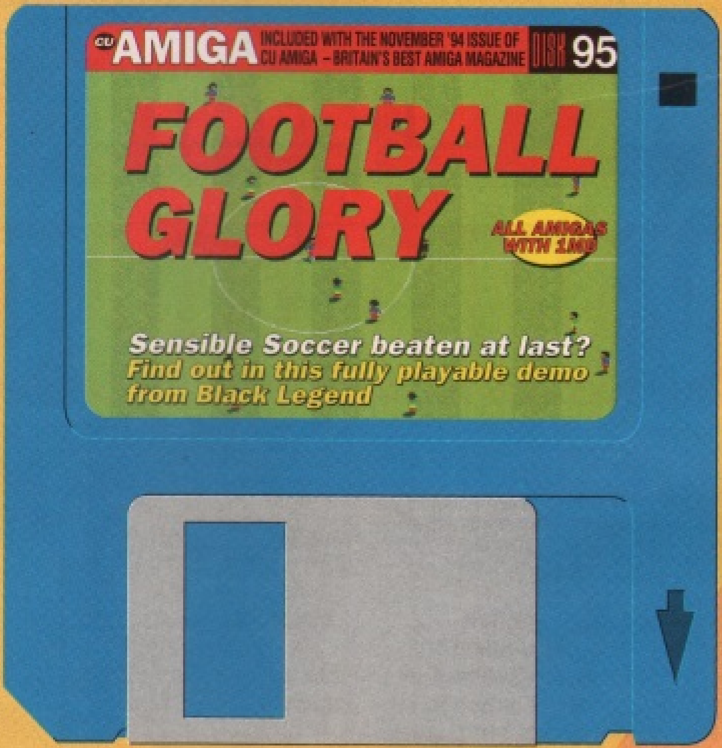
Gremlin Interactive



Playtime SOFTWARE
DAVID BADDIEL & FRANK SKINNER
FANTASY MANAGER
ANCO
EXCITING FEATURE PACKED GAME INCLUDES TEN PLAYING FORMATIONS WHICH AFFECT YOUR RESULTS
BUILD YOUR OWN DREAM TEAM TO PLAY AGAINST REAL PREMIER LEAGUE CLUBS AND THEIR ACTUAL PLAYERS
You've watched the TV programme but can you play the computer game?
Top soccer pundits Baddiel and Skinner bring you the first truly interactive football game.
Live out your football fantasies then turn them into reality.
Settle soccer arguments instantly - Fantasy Manager will give you clear, objective and measurable ratings of your managerial judgements.
Up to 15 players at a time can battle it out to sort the managerial maestros from the total turnips.
Always thought you could beat the experts? Now you can prove it. Will your £25 million build a dream team or will you only manage a nightmare?
600 PREMIER LEAGUE PLAYERS - BUY AND SELL TO MANAGE YOUR WAY OUT OF TROUBLE
TWO GAMES FOR THE PRICE OF ONE 93/94 AND 94/95 SEASONS
FANTASY MANAGER
AVAILABLE FOR
IBM PC . PC CD ROM
CBM AMIGA . CD32
ALL VERSIONS £29.99
WARNING
THE UNIQUE 15 PLAYER OPTION CAN TURN YOUR FRONT ROOM INTO A FOOTBALL TERRACE
© 1994 Playtime Software Published by Anco Software Ltd, Unit 7, Millside Industrial Estate, Lawson Road, Dartford, Kent DA1 5BH Tel: 0322 292518 Fax: 0322 293422

HOW TO LOAD YOUR CU AMIGA COVERDISKS





HOW TO LOAD COVERDISK 94

WRITE PROTECT YOUR COVERDISK!

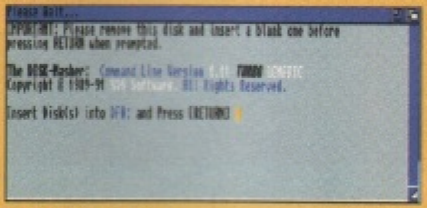
EXPANDING THE DISKS

ProCalc and *VideoTracker 2 AGA* have been compressed in order to fit them both on the disk. You will need two spare disks, onto which the programs will be expanded. These need not be formatted. However, any data they contain will be lost. Follow these steps to expand both disks.

1. Insert Disk 94 into the internal floppy drive and reset the Amiga. The disk will boot up to a Workbench screen.



2. Double click on the CU# 94 disk icon.
3. Double click on the *ProCalc* icon.
4. Wait for the computer to ask you to insert a disk into df0. Then replace the coverdisk with one of your spare disks. The spare disk must be write enabled (with the tab in the closed position).



5. Press Return.
6. Ignore any comments about the bootblock.
7. Replace the CU #94 coverdisk when asked to do so.
8. Double click the *VideoTracker2_AGA* icon.
9. Replace the coverdisk with your second spare disk when asked to do so.
10. Press Return.
11. Replace the CU #94 coverdisk at the prompt.

LOADING PROCALC

ProCalc does not autoboot. To use it, you must first boot from your Workbench disk or hard drive. Hard disk installation instructions are



included on the disk – double click the HELP-Install icon. To load the



main *ProCalc* program, double click the *ProCalc* icon from the *ProCalc* disk window.

LOADING VIDEO-TRACKER 2 AGA

The *VideoTracker 2 AGA* disk does autoboot. Put the disk in the internal floppy drive and reset the Amiga. Double click the *VT* disk icon, then double click the *VideoTracker* drawer icon. Double click the *Video Tracker _AGA* icon to load the program. To install the program to your hard drive, double click the *VideoTracker* install icon. Add the following line to your hard drive startup sequence: **Assign videotracker: hd1:video-tracker.** If the partition you specified was different from hd1:, replace hd1: with the specified partition.

HOW TO LOAD COVERDISK 95

LOADING FOOTBALL GLORY

Insert the *Football Glory* coverdisk into the internal floppy drive. Type either 'Glory' or 'GloryAGA' depending on the type of your Amiga, and press Return. Use a joystick in port 2 to select one or two players. And it's as easy as that – so off you go now and enjoy yourself.

DISK VIRUSES

We try to ensure that all our coverdisks are completely free of viruses. We always have the most advanced virus checkers available when the disk is compiled and every program goes through rigorous testing on all relevant Amigas. However, we cannot accept any responsibility for possible damage incurred by viruses or faulty disks which have escaped our attention.

IF YOUR DISK WON'T LOAD

If your coverdisk doesn't seem to work as it should, then follow this simple guide. Firstly, remove all unnecessary peripherals, such as printers, modems etc. Follow the instructions on these pages to the letter, and if, after that, you find that the disk still doesn't work, call the DiskXpress helpline on: 0451 810 788 between the hours of 10am and 5pm from Monday to Friday.

If they advise you that the disk is faulty, fill in your details in the form below, and send this form, along with the disk and a 28p stamped self/addressed envelope to the following address:

CU AMIGA DISK RETURNS, DISKXPRESS, UNIT 7, WILLOW COURT, BOURTON INDUSTRIAL PARK, BOURTON-ON-THE-WATER, GLOUCESTERSHIRE GL54 2HQ.

NAME ....

ADDRESS ....

....

TYPE OF AMIGA OWNED...

DISK NUMBER...

DESCRIBE EXACTLY WHAT HAPPENS WHEN YOU TRY TO LOAD THE DISK......................

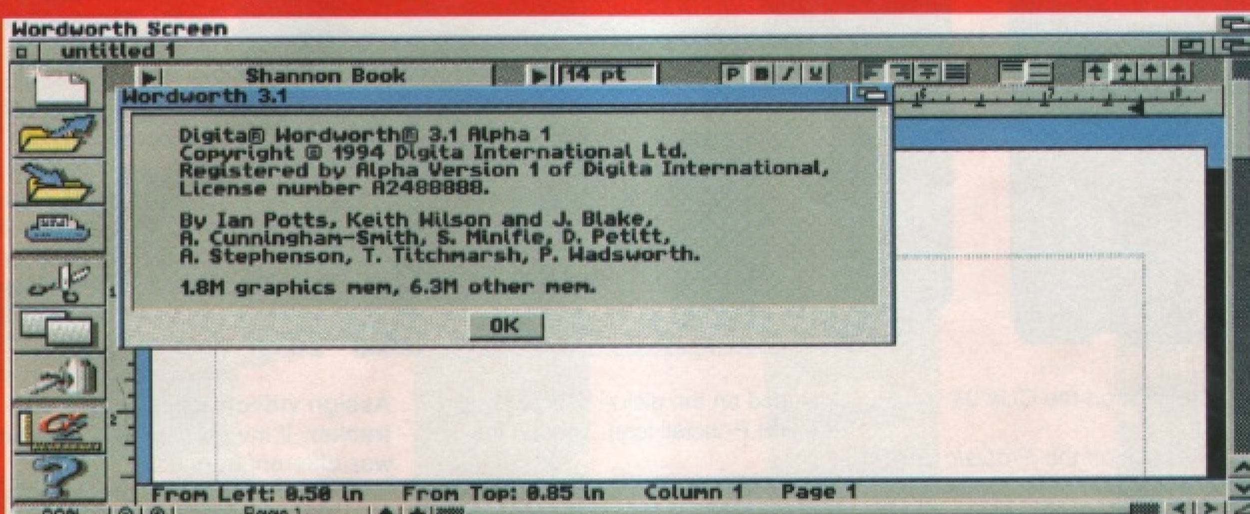
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CU NEWS

NEW WORDWORTH



Leading Amiga software house Digita have told CU AMIGA that a new version of their popular word processor, *WordWorth*, will be available later this month.

Digita said that the new version would offer dramatic performance increases and better use of resources over the existing versions, it will also have a few new features. The 'Find and Replace' function is apparently some 40 times faster, whilst the floppy disk handling routines have been overhauled making them more efficient and cutting down on the amount of disk swopping needed.

The new program will also feature drag and drop editing, a process that allows sections of text to be moved around quickly with ease, landscape printing, and better text filters for importing text files.

Upgrade pricing was still being sorted out as as we went to press. CU AMIGA will have a preview of this new version next month. Digita are on 0395 270273.

DIGITA COMPO

Digita are offering the first five available copies of *WordWorth 3.1*, with manuals signed by its programmers, as prizes in a celebratory competition exclusive to CU AMIGA. To enter, all you have to do is write the answers to the following questions on a postcard and send them to: *WordWorth* Upgrade, CU AMIGA, Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU.

1. How many Commodore hardware packs has *WordWorth* been in?
   A: 3 B: 4: C: 5 D: 10
2. How many times faster is the search and replace in the new version of *WordWorth*?

Rules: The editor's decision is final, only one entry per person, no correspondence will be entered into, answers will only be accepted by post, no employees of EMAP or Digita may enter and postcards from other magazines will be destroyed. Comp closes end of November '94.

MAKING AN IMPRESSION

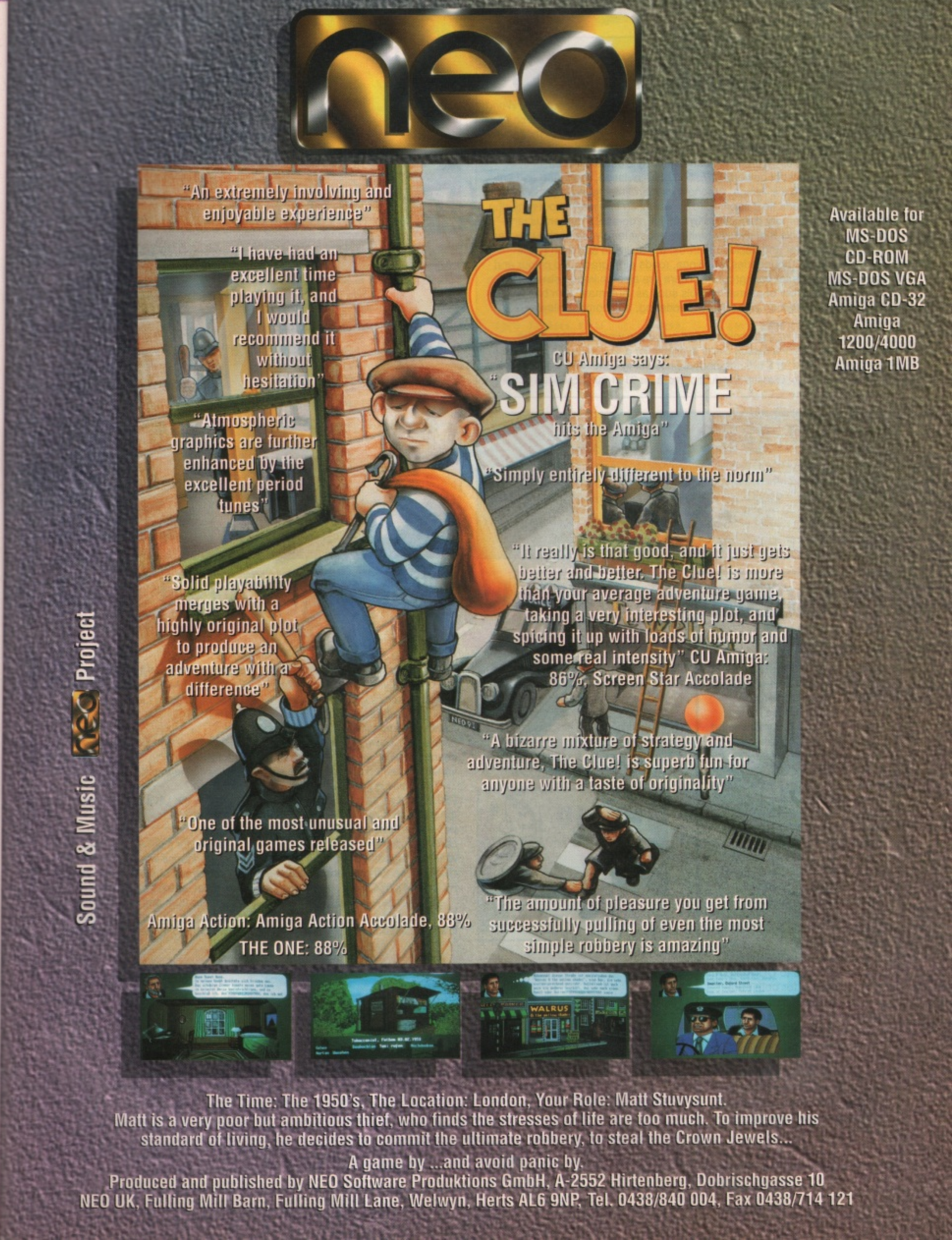
In a surprise move that quite literally rocked the computer industry, Daze Marketing have announced that they are to take over all the sales and marketing for strategic superheroes Impressions. Impressions, who have just had their biggest hit with *Detroit*, have never really managed to, pardon the pun, make a huge impression on the mass market – something Daze have never had a problem with. The agreement is effective immediately, and Cliff Guy at Daze is confident: "We'll have a good year with them" he claimed, yesterday. The first product to be released under the new arrangement is the *Defender Of The Crown*-like *Lords Of The Realm* – see screenshots below or turn to page 54 for an in-depth preview. For more information, call Daze on 071 372 7435.





SIREN DRIVE A HARD BARGAIN

Siren Software are giving away a free video (normally retailing at £14.99) with every A1200/A600 hard drive. The video contains a step-by -step guide on how to fit hard drives into the Amiga. Hard drives from Siren range from 30Mb to 540Mb, with prices from £109 to £449 including VAT. Siren pre-install Workbench on their drives, and supply everything needed to fit them. For more information, Siren Software can be reached on freephone 0500 340548.


neo
THE CLUE!
"An extremely involving and enjoyable experience"
"I have had an excellent time playing it, and I would recommend it without hesitation"
"Atmospheric graphics are further enhanced by the excellent period tunes"
"Solid playability merges with a highly original plot to produce an adventure with a difference"
"One of the most unusual and original games released"
Amiga Action: Amiga Action Accolade, 88%
THE ONE: 88%
CU Amiga says:
"SIM CRIME hits the Amiga"
"Simply entirely different to the norm"
"It really is that good, and it just gets better and better. The Clue! is more than your average adventure game, taking a very interesting plot, and spicing it up with loads of humor and some real intensity" CU Amiga: 86%, Screen Star Accolade
"A bizarre mixture of strategy and adventure, The Clue! is superb fun for anyone with a taste of originality"
"The amount of pleasure you get from successfully pulling of even the most simple robbery is amazing"
Available for
MS-DOS
CD-ROM
MS-DOS VGA
Amiga CD-32
Amiga
1200/4000
Amiga 1MB
Sound & Music neo Project
WALRUS
The Time: The 1950's, The Location: London, Your Role: Matt Stuvysunt.
Matt is a very poor but ambitious thief, who finds the stresses of life are too much. To improve his standard of living, he decides to commit the ultimate robbery, to steal the Crown Jewels...
A game by ...and avoid panic by.
Produced and published by NEO Software Produktions GmbH, A-2552 Hirtenberg, Dobrischgasse 10
NEO UK, Fulling Mill Barn, Fulling Mill Lane, Welwyn, Herts AL6 9NP, Tel. 0438/840 004, Fax 0438/714 121

LANDSCAPES

A new 3D landscape generating program has been announced. *World Construction Set* follows on closely from similar programs such as *VistaPro* and *Scenery Animator* allowing 3D worlds to be modelled and rendered producing stunningly realistic images and animations.

The new program, from American company Questar Productions, brings a whole host of powerful creation, manipulation, rendering and animation features to the Amiga. Amongst its more interesting capabilities are low RAM overheads (ie it can create hi-resolution images without requiring the masses of memory demanded by similar programs), numerous landscape creation tools that include multiple ecosystem types such as: water, rock, grass, conifer and deciduous trees, the ability to add man made objects to terrain (boundaries, buildings, roads etc), graduated colour and animated bitmaps for backgrounds. There are also an impressive (on paper at least) array of animation tools such as: automatic turn banking, spline control of motion paths, batch rendering, and compatibility with *LightWave* motion files.

UK distribution was still being sorted out as we went to press. In the meantime *Word Construction Set* is available for a limited period direct from the manufacturers for $195, the normal price being $250. We hope to have a review next month. Questar Productions are on 0101 303 659 4028 (USA).

NEW GENLOCK

Amitek have launched a new genlock. The 'professional' genlock supports composite input and output, and the ability to switch between Video, Computer and mixed outputs. It also has hardware fade and RGB thru facilities.

The genlock is available from Silica on 081-309 111, price: £99 and has a two-year warranty.

GAMES CHART

The Amiga Top 10 Games Charts compiled by HMV.

→ 1 Theme Park
→ 2 On the Ball
→ 3 Kick Off 3
→ 4 Club Football Manager
→ 5 UFO
→ 6 Skidmarks
→ 7 Beneath a Steel Sky
→ 8 Tactical Manager
→ 9 World Cup Year 94
→ 10 Sensible Soccer (Int. Edition)

CHARGEUR CARD

Ocean Software, not content with lining up a huge number of Electronic Arts games for this Christmas, have recently signed a deal with one of France's largest media conglomerates in a multi-million dollar minority stake sale. Ocean are intending to use the new injection of funds to launch some of the biggest CD-ROM titles ever. Chargeurs, the French company whose interests lie heavily in film production, distribution, cinema, television and the development of interactive educational products have acquired approximately 24% of Ocean's equity.

Ocean Group Chairman David Ward said to CU AMIGA: "It is an ideal fit for both companies. The French are backing state of the art British technology and in return we are getting strategic assistance through their strong links with the entertainment industry as well as the extra financial muscle to grab a bigger bit of the world wide computer games software market."

VIDEO PIZAZ!

If there's one thing that the Amiga does better than any other computer it has to be be video work. Video FX is a new company set up to publish video production utilities and has chosen to release them solely on the Amiga for this reason.



Their first release 'Pizaz' is a video titling system which provides extensive scrolling and animation facilities, such as character rotation, expansion and folding. Text can be scrolled up, down, left or right by character, word, line or page at a variety of defined speeds.

The Pizaz is priced around £59.99, but as an introductory price the program is available for just £49.99 for three months – or you can buy a demo version for £10 which is refundable upon the purchase of the full program. Call Video FX on 0443 674385.

Alternatively you can win one of five Pizaz systems by writing the following questions on the back of a postcard and send it to: Zazip Compo, CU AMIGA, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

1: How many directions can Pizaz scroll text in?
2: What is the introductory price of Pizaz?
3: What is the UK's best Amiga magazine?

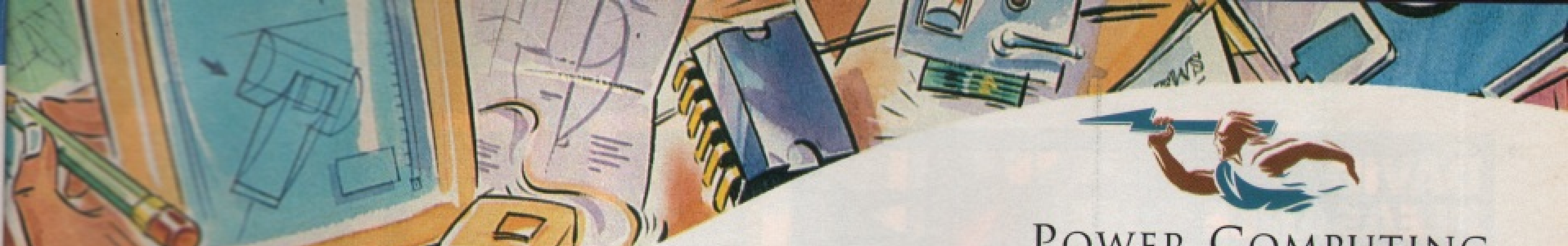
The editor's decision is final, no correspondence will be entered into, no employees of Video FX or EMAP may enter, entries must be in by December 20th and only one entry per person is allowed. The winners will be printed in the January issue.

Digita Keep 'em Coming

Not just content with upgrading their hugely popular word processor Digita have also announced plans to introduce a new database and relaunch several of their older products under a single name. No details of the database were available at press time, however it is known that the new package will be competitively priced, and have a complete and comprehensive selection of features.

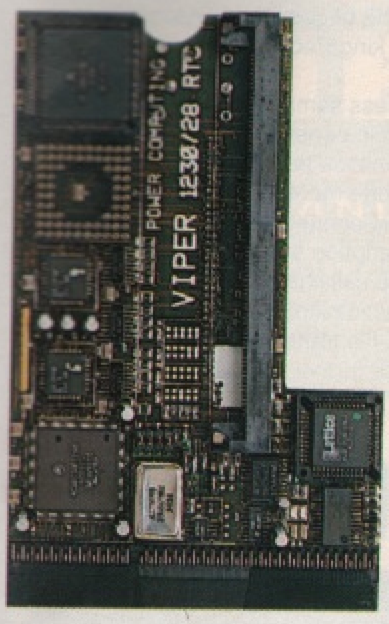
In the meantime Digita have launched a new pack called 'Home Office' which includes four programs – Home Accounting, a Diary, a simple label database and a spreadsheet – for just £49.99. t.

Digitia are taking orders for the Home Office package now on 0395 270273.



POWER COMPUTING
DESIGN *and* INNOVATION

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VIPER FEATURES

- RAM Upgradable to 128MB*
- Full Kickstart remapping**
- Optional SCSI-II adaptor
- 68882 Maths Co-processor
- On-board battery backed clock
- Instruction & Data burst modes
- Much faster than an Amiga 4000/040***

GOLD

new

*Only on Viper 33/40 **Only on Viper 28/40 ***Only on Viper 33/40

VIPER 28

Full 030 with MMU at 28MHz, FPU upto 50MHz

BARE BOARD	£149
4MB 28MHz FPU	£299
4MB 33MHz FPU	£359
4MB 40MHz FPU	£379
4MB 50MHz FPU	£395

VIPER 33

Full 030 with MMU at 33MHz, FPU upto 50MHz

BARE BOARD	£219
4MB 28MHz FPU	£369
4MB 33MHz FPU	£389
4MB 40MHz FPU	£429
4MB 50MHz FPU	£445

VIPER 40

Full 030 with MMU at 40MHz, FPU upto 50MHz

BARE BOARD	£249
4MB 28MHz FPU	£399
4MB 33MHz FPU	£419
4MB 40MHz FPU	£459
4MB 50MHz FPU	£479

CO-PROCESSORS

28MHz FPU	£25
33MHz FPU	£60
40MHz FPU	£80
50MHz FPU	£120
SCSI-II ADAPTOR	£79
8MB SIMM	£319

HIGH SPEC, LOW COST



GOLD

XL DRIVE 1.76MB

The new XL Drive 1.76MB now comes in a brand new metal casing which is half the height of a standard external floppy drive. The XL Drive allows you to store a massive 1.76MB on a high density disk. The A4000 internal drive fits perfectly underneath the original drive, no case cutting required.

XL DRIVE 1.76MB	£59.95
XL DRIVE INTERNAL	£55.95
XL DRIVE A4000 INT.	£55.95



SUPER XL DRIVE

The Super XL Drive is the only kind of floppy drive of its kind on the Amiga market! The innovative drive can store a massive 3.5MB on one high density floppy disk. (without compressing the file!). This drive is available from late November/early December.

new

SUPER XL DRIVE 3.5MB	£99.95
SUPER XL DRIVE INT.	£95.95



INTERNAL DRIVES

We use the same drive mechanisms as Commodore to ensure complete compatibilty.

PC881 A500 INTERNAL	£30.95
PC882 A2000 INTERNAL	£30.95
PC883 A600/1200 INT.	£35.95

ECONOMY DRIVE

The Economy drive comes with anti-click.

PC880E ECONOMY	£39.95



GOLD

POWER DRIVES

The Power Drive is most impressive drive of its kind on the market and now includes Blitz Amiga and Floppy Expander. Floppy Expander allows you to compress files only on floppy disks by up to 50%. Other features include: Anti-click, Anti-Virus, Isolation Switch, 2 Year Guarantee, Thru'port, Cyclone Compatible Chip, Built-in Backup Hardware and Blitz Compatible.

POWER DRIVE	£49.95

AWARD *winning* PRODUCTS

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telephone 0234 273000
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GOLD

Cheques payable to Power Computing Ltd

Name
Address

Postcode

Telephone
System owned
Description

Cheque/PO for £ allow upto 7 days to clear
Credit card No.
Expiry date Sign

DAVID PLEASANCE WRITES



Regular readers of this column will have been charting the progress of our management buyout bid over the past few months. And I know I said last month that I was hoping to give you the news that it was all signed and sealed.

Inevitably I suppose things are taking a bit longer than we'd hoped. However we're now pretty sure that our bid is the best and we've got the money on the table. At this stage it's just a case of our lawyers and the liquidators' lawyers arguing over the small print. It's a very frustrating time: all we can do is sit tight and wait. We expect bids to be put before the courts in the next few days [mid October] for formal ratification which is the last major hurdle.

After that we hope we'll be able to tell the world about our plans for the Amiga over the next few months – rest assured, you'll be the first to hear.

In the meantime Colin and I are on the receiving end of huge quantities of goodwill faxes and calls. In some cases there are practical offers of support and business partners for the new business. In some cases they are straightforward things like "Best of luck, we know if anyone can do it you can!" It's immensely heartening to get so much encouragement whole Amiga worldwide community and makes me even more confident about the future.

Our financiers are very excited about the future for Amiga, both in the UK and worldwide. They believe as we do that the dual combination of the CD platform at an affordable price and the world's best entry level home computer is the right mix for the market.

We're starting to think about Christmas now and are putting the finishing touches to the Christmas bundle for the A1200. We've been spending a great deal of time with the software producers to make sure that the contents reflect what's best amongst the breaking titles, combining play with productivity as ever. And of course we'll be pricing the bundle competitively too. We'll keep you posted with release dates.

Meanwhile arrangements for the World Of Amiga show are advancing apace. We're really pleased to be putting on our own show again after a couple of years away from it. And judging by the response we've had from both potential exhibitors and the ticket hotline, everyone else welcomes our return.

The interest has been incredible. Although the show is still two months away we've sold two thirds of the space already. That's as good or better than in past years. And the attractions are really hotting up as well.

For those of you who don't know, the show is taking place at the Wembley Exhibition Centre on the 9th, 10th and 11th of December. Just in time to get that all important Christmas present. It will be open from 10am until 5.30pm on Friday and Saturday and from 10am to 4pm on Sunday. It will cost £6.00 for adults and £4.00 for anyone under 14. There will also be a family ticket for two adults plus two children for £15.00.

As well as a dedicated area for Amiga user groups which I told you about last month, there will also be a software arcade and Software City where you can come and see some of the biggest and best games this Christmas. All the big players will be there, so you can make sure you've got the latest tips and cheats as well as sussing out all the latest titles.

We'll also have a publishers plaza where you can meet and greet the editors of your favourite magazine – and one or two others.

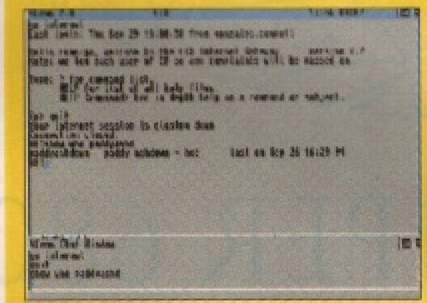
And for those of you interested in the productivity side of the Amiga, you can stroll around the A.C.E. village where you can have a look at all the latest animation, video, music and so on and talk to some of the companies at the forefront of Amiga development.

Perhaps closest to my heart, there will be a big retail park where you will be able to use your hard earned cash to buy just about anything Amiga that you can think of. I'm convinced that this aspect of past Amiga shows was what really made them buzz, and I'm sure that this will be no exception. It goes without saying that products will be at show prices, and for the first time, if you buy products at many of the stands you'll receive vouchers which will enable you to get your entrance money back. Not bad!

We're expecting to have Kiss FM broadcasting live from the show over the weekend and they'll be running all sorts of competitions, allowing you to get involved.

It goes without saying that we'll be there and I'm looking forward to meeting as many of you as possible. See you at Wembley!

PADDY DOWNLOAD



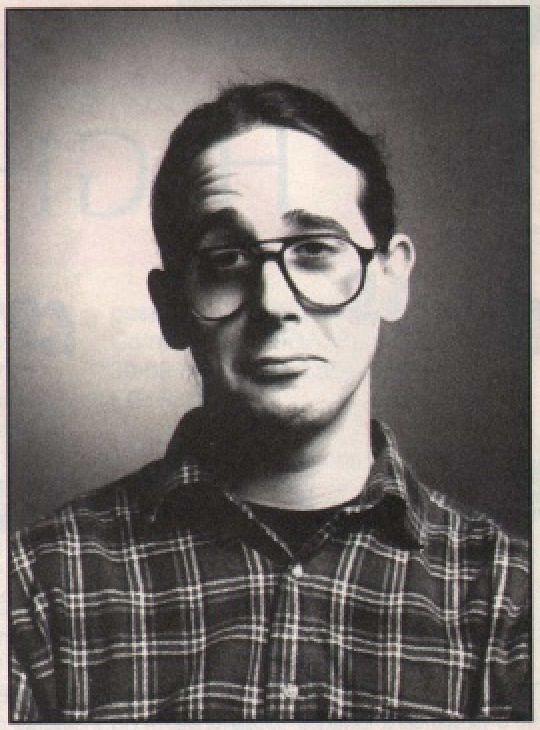
Internet continues to grow – in surprising directions. This month both the Liberal Democrats and the Samaritans have decided to log on. From October it will be possible to contact Britain's third largest political party via Cix. All Lib Dem MPs are being kitted out with PCs and modems in preparation for setting up their own mailboxes and you'll also be able to access all the party's policy papers and published documents. As of the beginning of October you can mail party leader and county set fashion king Paddy Ashdown on: paddyashdown@cix.compulink.co.uk).

Also now on Cix are the Samaritans (address samaritans@cix.compulink.co.uk), or anonymously at 111848@anon.penet.fi. The Samaritans on-line service has already received several messages from users needing emotional support. We don't know if they include members of the Lib Dems.

Meanwhile, the BBC is to offer 'easy public connection' to Internet. The BBC Networking Club will charge a flat subscription of £12 a month (with no further charges – apart from the telephone call charges) which gets you a 'plain English handbook' explaining communications. The service will provide full Internet access, with electronic mail, file transfer, UseNet news groups, World Wide Web etc all available. For further details call 081-576 7799 or Email them at info@bbcnc.org.uk.

TONY DILLON RIP

Tears rolled down the cheeks of the CU AMIGA crew last Friday as Games Editor Tony Dillon sadly departed from our midst. Before you get any silly ideas we must tell you that RIP actually stands for Really Improved Pay – Tony has scaled the lofty heights of management, begged on bended knees before them and come back down with a completely different job. We always told him that he was a bit seedy, but now he's taken our criticism to heart in his usual dyslexic way and shoved off to become EMAP's CD ROM Editor. This means he'll spend most of his time messing about with PCs! The rotter. Still, he loves the Amiga and has promised to write to us (and for us) in the future. Bye Bye.



DON'T INTERRUPT ME!

VERO, suppliers of the Back-UPS Pro series of uninterruptible power supplies (reviewed in Get Serious, page 86) are doing a special offer for CU AMIGA readers. The Back-UPS Pro weighs an incredible 11.3 kilos and is only the size of a toaster, but it can provide the professional or serious user with the peace of mind that should lightning hit the local power station, or a drill, washing machine or hoover seem likely to ruin your renders, all will be saved by this little white box's ability to provide continuous, uninterrupted power back-up. Normally priced £189, VERO will supply one direct to you for £166, including VAT & Carriage if you quote this reference: PFF 40932. VERO are on 0703 266 211. Offer closes end of November '94.

If you have a new product, news or gossip that you think we'd be interested in why not let us know. Write to CU AMIGA at Priory Court, 30-32 Farringdon Lane, London EC1R 3AU or fax us on 071-972 6703.

AMIGA INTERNATIONAL?

As we go to press no final decision has been made on whethe David Pleasance and Co will win the rights to the Amiga. But what's likely to happen if they do? Alan Dykes investigates.

World of Amiga
WEMBLEY
9-11th DECEMBER 1994



A World Of Amiga show, open to the public, has been planned for Wembley in December of this year, a press re-launch event has been planned even sooner – mid October to be precise. All of this is neccessary for a company that intends to take the home computer market by storm all over again; but to date there's nothing to celebrate. The legacy of debt and quagmire of international companies left behind by Commodore International has meant that the decision-making process involved in a takeover, spread out between the official liquidators in the USA, the courts in the Bahamas, investors all over the world and those bidding for the company, is slow and tiresome. Yet another month has passed by without any real indication of what's going to happen. There are jobs on the line and a lot of worried retailers and users.

But what happens once a takeover has been approved and the cheque has been cashed by the liquidators? If Samsung get the go-ahead nothing is certain. They are rumoured to be interested only in the technology involved in research and development which has already been carried out, and still is underway, on the Amiga's behalf. For them re-starting actual production of a machine which they are unfamiliar with and which has been out of the mainstream limelight for some months now, cannot be a very enticing prospect.

The other interested parties, both in the USA and both former distributors of the Amiga, have more to gain by continuing production, especially of the high end machines. But where would that leave us? In the US big box Amigas, with their internal expansion capability, have always been the most popular. Users have been spurred on by the success of Amiga-based machines like the Video Toaster and supported by much high end software. From this stance they cannot hope to understand the UK and European market. Yes, this side of the Atlantic we do understand and appreciate the A4000. Yes we have some of them. But the overriding need here is for a competent, machine that is easy to expand but is still affordable and capable at its the entry level price: the A1200.

Of course many Amiga fans would argue that high end machines are where the future lies: in direct competition with the Mac and PC. But where does the money come from to fund the new generation of high end products? From low end sales. From you and I, the average reader and user of A1200s, not spanner-wielding fanatics like Andy Leaning with their low turnover, high profit bits and bobs.

And this is where Messrs. Pleasance and Proudfoot, UK Amiga connoiseurs come into the picture. David Pleasance is committed to the Amiga's future, in whatever guise, and Colin Proudfoot is damn sure he's got the financial backing to make a UK based Amiga International organisation a major player in the world home and professional computer market.

But sound financial backing doesn't fly in the top window and land on one's lap. A decent plan has to be formulated before the city decides to invest and this is going to be the interesting bit. Full details will not be released until the re-launch is confirmed but he has given CU Amiga some hints about what direction the company needs to go in to succeed in a changing world.

WHICH PRODUCTS?

As revealed last month a UK-based Amiga International would concentrate on selling the A1200 and CD32 here in the UK and Europe while heavily marketing the A4000 in the US and elsewhere. But the current range will not last forever and the Amiga people know this. The A1200 will need a CD ROM drive which will enable it to run CD32 software if it is to remain viable in the next year. Most games software publishers I spoke to at the European Computer Trade Show in London at the beginning of September were adamant about this. The current base of CD32s in the UK and Europe and the likelihood of only very few being available this Christmas has meant that most are nervous about lining up too many releases on CD.

The biggest problem this creates is where PC conversions are concerned. Most titles being developed for PC are under way on CD ROM. The cost of converting them to Amiga CD would be minimal in most cases, indeed many developers have come from Amiga backgrounds anyway, but without a mass market – which an A1200 CD drive would provide – publishers are unwilling to undertake this conversion. Yes, Overdrive and Zappo CD drives will run some CD32 software but the lead and assurances of compatability need to come from the former Commodore before confidence returns.

And what about FMV? Before the current upheaval this was the star of the show, the saviour of CD32 and the bane of CDi. The main reason Commodore UK were not so keen on the A1200 CD ROM drive which we revealed to you earlier on this year was because of FMV incompatibilty. But this isn't important at the moment. Why hold back something as essential as a CD drive which would potentially allow hundreds of games to run on the A1200 simply because it might not be compatible with a couple of FMV based games, which we probably won't see for some time yet?

Where CD32 is concerned, any new marketing scheme needs to include the FMV card though, and at a reasonable price. As CDi and 3DO slog it out in 1995 the CD32 is going to need all the help it can get – and compatibility with a wagonload of hollywood movies will not do it any harm. And what about the CD64? This has not been officially acknowledged but must be on the cards. Rumours of its development have abounded and it would certainly give the company a new edge.

There is also talk in the medium term of a possible mid-priced machine, offering something in



between the capabilities of the A1200 and the A4000 040 and at a reasonable price (£700 – £800?). This would bring the Amiga into lower end PC and Mac territory in terms of pricing and would marketed as a machine with specialist capabilities, much the same way as the Mac has been marketed in the past.

HIGH RISC STRATEGY?

Attacking the Mac and PC is a neccessary strategy but this is becoming even more dangerous with the development of common components between the two biggies. The Power PC chip which has been developed jointly by Motorola, IBM and Apple and has replaced the Motorola 68000 series chips in the latest Apple Macintosh models (if this sounds familiar it's because the Motorola 68000 series is also used in the Amiga) is paving a powerful way towards the future of processing and the Amiga will need to keep up with these developments.

Towards this end, as we reported last month, resources are being utilised to develop a RISC based CPU to be used in the next generation of Amigas. All current Motorola chips are CISC processors, which basically means that they use a relatively complex instruction set which limits the speed of their operation. A RISC chip has a very simple and short instruction set which allows information to be processed much faster – but needs more complex programming. These new machines should be seen in the next 12 to 18 months and will be a just reward for continuing Amiga fanatics.

New machines and updated specs for current ones are essential for the Amiga's survival and that of the proposed Amiga International. They need to move quickly, but that is what their corporate plan is all about. All they need is the go-ahead from Commodore International's liquidators. Hurry up. The world will not wait and the Amiga won't hold on to its loyalty forever.

WHAT A SHOW!

The good news is that through good or bad, thick or thin the World Of Amiga show is still going ahead. All the major magazines will be there, including ourselves, our terribly unfunny sister magazine The One and former CU Amiga editor and jaded Amiga hack Steve James from Computer And Video Games. Most of the Amiga world will be there too including all of the UK's major shops and distributors, product stalwarts like Power Computing and Amiga and CD32 games software publishers like Gremlin, Team 17 and Kompart. For more information and to book tickets the number to call is 01369 7711.





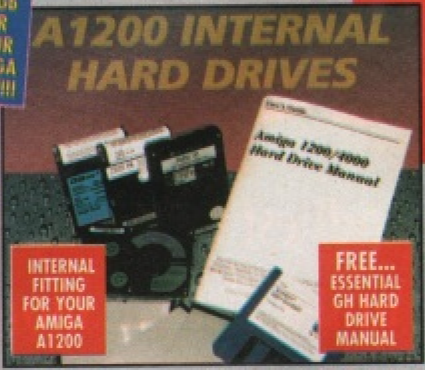
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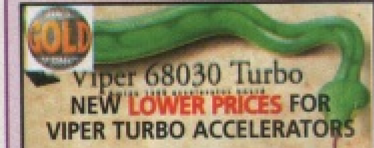
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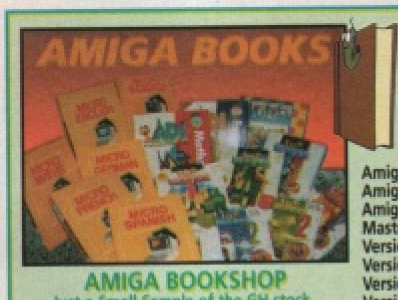
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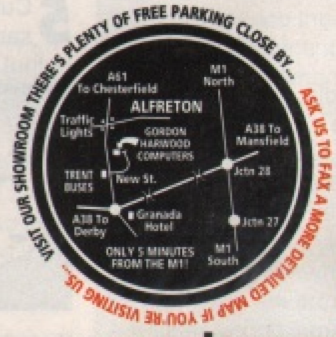
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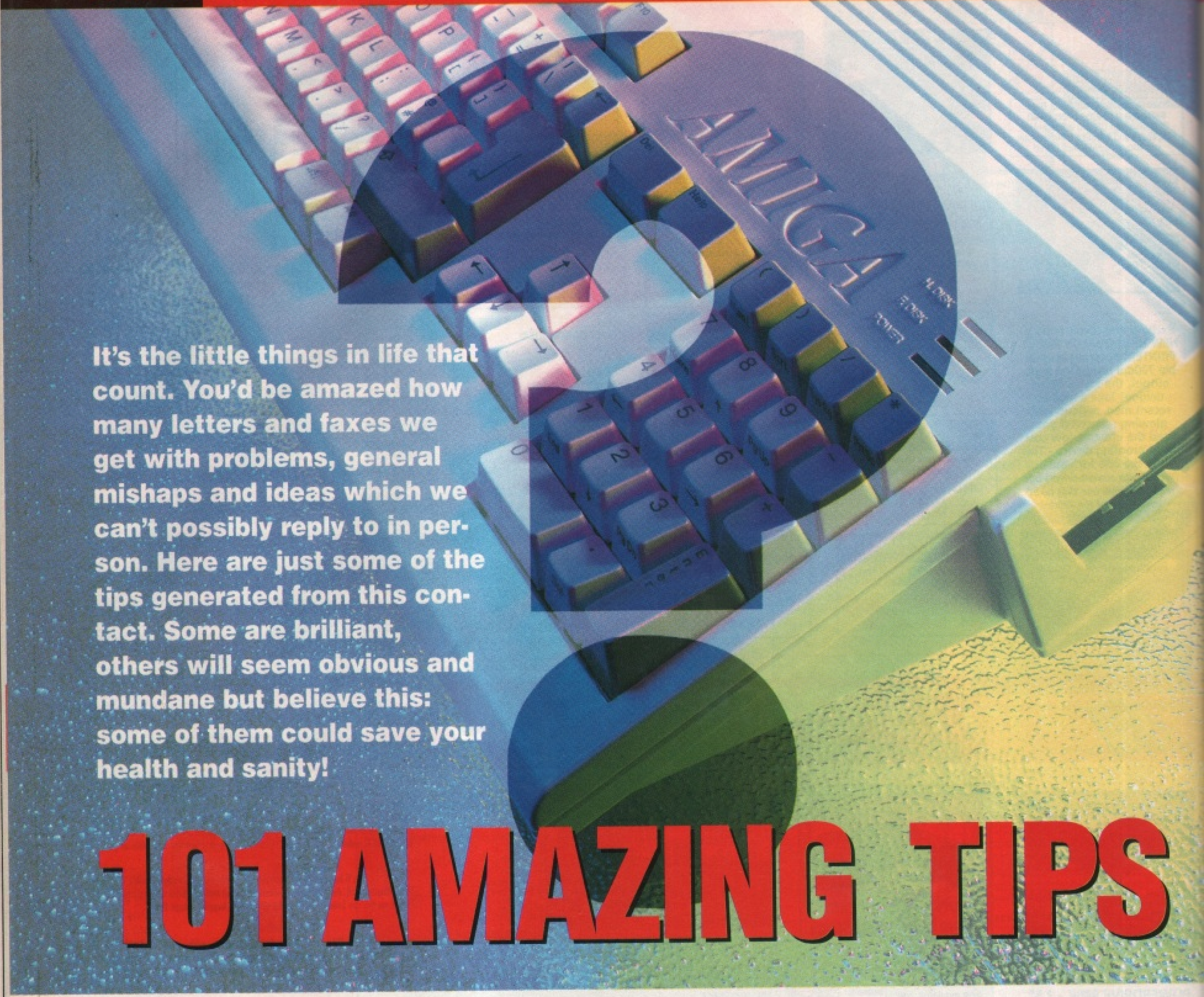
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It's the little things in life that count. You'd be amazed how many letters and faxes we get with problems, general mishaps and ideas which we can't possibly reply to in person. Here are just some of the tips generated from this contact. Some are brilliant, others will seem obvious and mundane but believe this: some of them could save your health and sanity!

101 AMAZING TIPS

1 Get yourself comfy for the following revolutionary, life-changing tips.

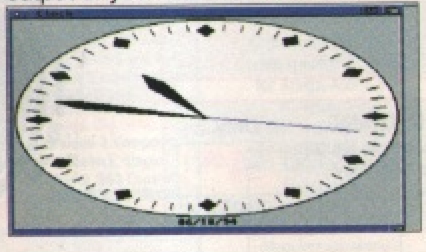
2 When using Workbench with no hard drive, use the Resident command to cut down on disk swops. Entering the following lines in Shell will help enormously:

```
resident c: copy
resident c: list
resident c: dir
resident c: makedir
resident c: delete
```

3 Don't put your disk drive's health at risk from damaged disks. If the sliding metal cover of a disk is bent or disfigured in any way, carefully but firmly remove it from the disk. This will leave the internal floppy section of the disk exposed. You should now make a copy of the disk, and work from that instead. Damaged disks can get stuck in the drive, and cause even more havoc when you try to pull them out.

4 Avoid beer-free late night computing: use the Workbench alarm clock program during evening sessions to warn yourself of imminent off licence closure.

5 Cut down on unwanted noise by sampling sounds directly from the output of your source. Avoid sampling through mixers and amps.



You're just settling into an all-night session with your Amiga, when you discover you're right out of beer/crisps/coke/chocolate (delete as applicable). The Seven Eleven closes in ten minutes – good job you had your Workbench alarm clock to remind you!

6 Tone down strong colours before recording graphics onto video. Unless you want a highly saturated effect, it's best to reduce the amounts of red, green and blue in your images

7 Transform your Amiga into a realtime sound-to-light video effects machine. Combined with an altered version of the Light Organ available from Maplin (tel: 01702 556001, 2-4pm), *VideoTracker 2* from this month's coverdisk can be made to respond to bass, mid range and treble frequencies of incoming sound and music – perfect for visuals accompanying live music or a DJ. Details in the next issue of CU AMIGA.

8 Cut and paste from the shell into other programs which use the Amiga Clipboard by using RIGHT AMIGA X to cut, RIGHT AMIGA C to copy and RIGHT AMIGA V to paste.



There's an audio-visual revolution going on with *VideoTracker 2*! Your Amiga can now respond to any audio signal (your favourite CD for example), by displaying your own choice of graphic effects and animations in perfect time with the music. See Tip 7.

9 When buying from mail order outlets, ALWAYS phone first to check availability.of the product.

10 Right Amiga key and Q quits out of most Amiga programs.

11 Press the up arrow key when in SHELL to retrieve the last line you typed.

12 Keep disks that you don't need to save write protected to avoid any virus infection.

13 Don't reset the Amiga with the power switch – hold down the two Amiga keys and the CTRL key.

14 If you use an amplifier make sure it is off when you turn the computer on or off, to avoid damage from power spikes.

15 To avoid any damage don't take a disk out of the drive when the disk access light is on.

16 If the access light stays on, listen carefully to the drive and feel for vibrations to see if the disk is actually going round or if the light is just stuck on, before removing the disk.

17 When connecting up the Amiga, always connect the power cable last.

18 When disconnecting, take out the power lead first.

TOP TIPS

19 Channel both stereo channels of the A1200 into mono by connecting just one of the audio outputs to your amplifier.

Normally, the Amiga outputs two of its four sound channels through the left phono socket, and the other two through the right phono socket. This can sometimes make for uncomfortable listening, as the stereo positioning is hard left for half the sounds, and hard right for the others. You might prefer to have all the sounds coming from one speaker. This is possible with the A1200 and A4000, simply by connecting just one of the audio outputs to your amplifier or hi-fi. The computer realises that there is nothing connected to the other output, and pushes all four channels through the one that's connected. However, try this with an older Amiga, and you'll only hear two of the channels.

20 Keep drinks away from the computer. They might spill and cause terminal damage to your Amiga – especially if your name is Michael Banks from Kent.

21 Hold down CTRL and the D key to interrupt the startup-sequence, or any Workbench script.

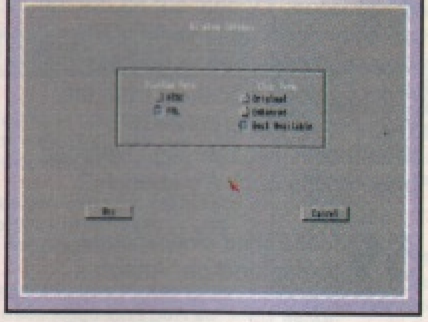
22 To avoid jerky mouse movements clean your mouse by removing the ball and scraping grime from the rollers.

23 Jump between different screens by pressing Right Amiga in conjunction with M and N, instead of pulling the scroll bars up and down.

TOP TIPS

24 Amigas with Kickstart 2.04 and above have boot options available. Access these by holding down both mouse buttons when you reset or turn your Amiga on.

These options can be very useful when running old programs on the A1200 or A4000. Compatibility problems can often be overcome by selecting Disable CPU Caches from the Boot Options section, and changing to Original Chipset, selected from the Display Options. Switch between the European PAL (50Hz) and American NTSC (60Hz) modes with the spacebar.



25 The Workbench mouse pointer can be controlled by the keyboard. Hold down the left Amiga key and move the pointer with the arrow keys. Hold down shift as well to move in bigger steps. The right and left Alt keys correspond to the right and left mouse buttons. Also see tip no. 46.

26 Avoid having to open the same set of windows to load an often-used program from your hard drive. Select Leave Out from the icons menu, then drag its icon onto the main Workbench screen. Finally select Snapshot from the icons menu.

27 Get a screen-saver to keep your TV or monitor from developing screen burn from frequently used programs. Get one from any good PD library.

28 Show your grandchildren what it was like in the old days, by loading up a Spectrum emulator and playing something like *Jet Pac*.

29 Save memory by closing down windows on the Workbench screen.

30 Turn your Amiga into an echo chamber with last month's *Realtime Effects Generator* coverdisk program and a sampler cartridge.

31 Replace your mouse with a trackball if you are short on desktop space.

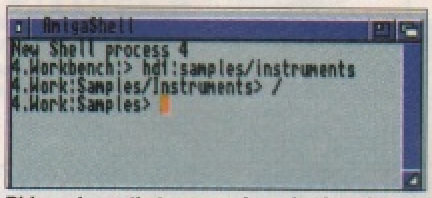
32 When recording graphics to video tape, view the visuals on a separate TV or monitor, taking a signal from one of the remaining video outputs.

33 Turn your Amiga into a strobe light by setting up a blank two-colour screen in *Deluxe Paint* and colour cycling between black and white at high speed.

34 Spread the word. The Amiga is the world's best kept computer secret.

35 Use a backslash (/) to return to the parent directory from within Shell.

36 Choosing Quick Format when erasing a disk is indeed quicker, but will often lead to problems, as errors are not checked for at the time of formatting. Use the normal Format if you want to be safe.



Did you know that you can jump back to the parent directory from within the Shell, by typing a backslash and pressing Return? You do now!

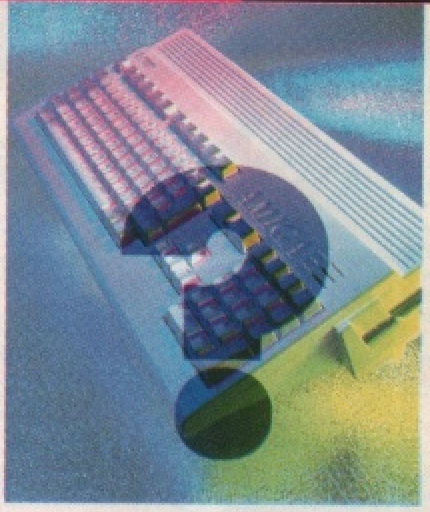
37 Use a VCR as a TV tuner, which you can view through a monitor. The picture quality will be far higher than you'd get from a normal TV setup.

38 Use *OctaMED*, *Protracker* or a MIDI sequencer to write a hit record.

39 Do you own video to go with it, using *VideoTracker* from this issue's coverdisk.

40 Create your own three screen video wall with your A1200. Connect the RF output to a TV set, the RGB output to a monitor, and the Composite Video output to another monitor. Arrange the screens in an attractive pattern and load up some trippy graphics, a good 3D game or a PD demo.

41 If your Amiga appears to have died, borrow another power supply and try it with that. Faulty power supplies account for the majority of Amiga failures.



42 Deter burglars by sampling various household noises such as a dog barking, people talking, a loop from a record, and write a simple program to play the samples at random, thus suggesting that there are people in the house. You can set this up, and leave your house content in the knowledge that no-one will try to break in.

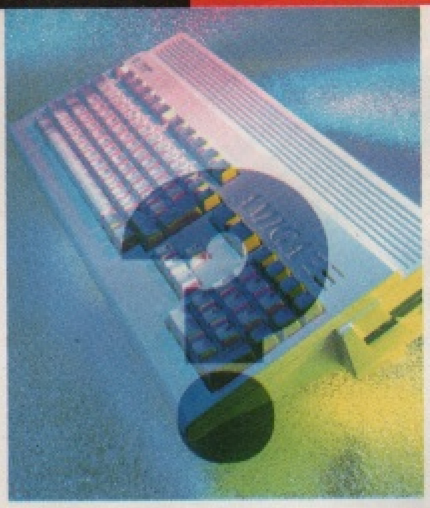
TOP TIPS

43 Write the next Christmas number one arcade game and make lots of money.

Start now, and you should be able to have it all ready for December 1995. Here's the plan. Find one of the following: a favourite old game style that went out of fashion about three or four years ago; a top coin-op arcade game that you think you can convert to the Amiga; a really flashy new graphic effect (something three dimensional would go down well); or an original game style that's at least as good looking as it is fun to play. Now you can take your pick from the programming languages available: C, Assembler, AMOS, Blitz Basic and so on. Once you've written enough to make people say "Gosh!" when they look at it, you can offer it around the software houses. With any luck, one of them will finance the rest of the game's development, and give you lots of royalties when the game shoots to the number one chart position. Easy. Not!



»



44 Buy a few marker pens (metallic ones are best), and colour-code the tops of all your disks. For example, games could be gold, demos could be silver, applications could be red. You then only have to flick through a fraction of the amount of disks to find the one you want, as you can instantly tell which disks are which.

45 The left mouse button can be emulated with the firebutton of a joystick in port one.

46 If you get continual read/write errors on your disks, it's probably the disk drive that is faulty. Check it with your local dealer.

47 Add a bizarre twist to your animations. Connect a video camera to the Amiga via a genlock. Play your animation, and point the camera at the screen, wobbling it around a bit. Mad feedback effects will fill in all of the transparent "background" parts of the animation.

TOP TIPS

48 Save memory by tweaking the boot options. If your Amiga has Kickstart 2.04 or above, you can save memory disabling unnecessary drives. If you have any external drives attached, or an internal hard drive that you're not using, turning them off will win back a small amount of RAM that would otherwise be used as a cache to increase the drive's access times.

Hard drive startup-sequences often include background tasks and other memory allocations. If you had a demo on your hard drive that needed all of your available RAM, you could bypass the startup-sequence and go straight to the Workbench screen. Select Boot With No Startup Sequence, then type LOADWB {return} ENDCLI {return}. You may have to click in the window after the LOADWB bit to get the cursor back again.

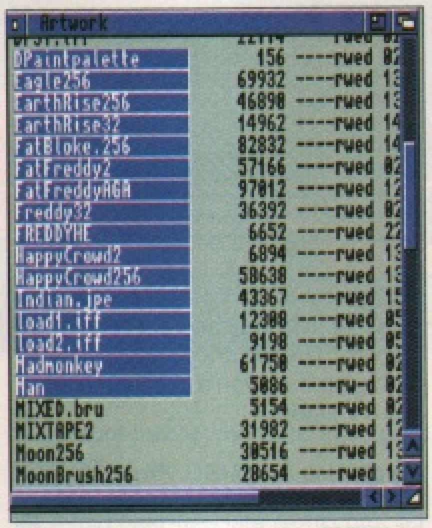
49 Keep your disk drive heads free from grime by regularly using a cleaning disk, available from any good computer supplies shop.

50 Get your name and address printed on lots of tiny gold coloured sticky labels, which you can put on the top of all your correspondence.

TOP TIPS

51 Do you always get a # sign when you actually want a £ sign? You have the wrong keymap setup. To solve the problem insert the following line near to the end of your startup-sequence: setmap gb.

52 Perform batch processing functions in Workbench by holding down the left Shift key, and clicking once on all the icons to be processed. Now select your function from the menus. This will be carried out on all the selected files. With Workbench 2 and above, you can select your files by holding the left mouse button and dragging a box around them.

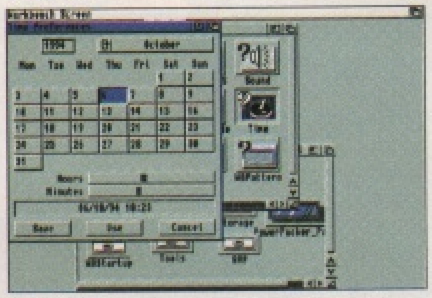


Make use of the batch-processing features of Workbench to speed up file transfers.

53 Tidy up your Workbench 3.0 windows the easy way. Open a window that contains some messily placed icons. Hold down the right Amiga key, and then press each of the following keys in turn (ignore the quotation marks): "." "A" "S".

54 Does your Workbench clock still think it's 1978? You can set the date and time from the Prefs section of Workbench. Double click the Time icon to bring up the clock setting panel. Click the Save button to permanently store the settings.

55 Create your own techno videos by recording random segments of demos, games, animations and live footage from a camcorder if available onto a VHS video tape. If your video recorder has an 'audio overdub' facility, you can then add your own soundtrack to the whole video, by simply recording your choice of music onto the tape. This will leave the pictures intact.



Many Amigas are still living in 1978, according to their clocks. Set yours straight with the Time preferences in Workbench.

56 Use old corrupt floppy disks as drinks coasters – they're great for breaking the ice at techie-head spanner parties.

57 Use a car stereo type graphic equaliser as a mini amplifier for your Amiga's sound. You can then channel this through any small speakers.

58 Some TV sets cut off the top or bottom of the Amiga's screen. Rectify this by altering the Amiga screen's position from the Workbench preferences with Workbench 1.3. Use the Overscan preferences from Workbench 3.

59 Make your own 'mouse tracer' add-on. Attach a short strip of clear plastic to the bottom of your mouse (part of an old cassette case will do for the plastic). Draw a crosshair on the end of the plastic. By guiding the crosshair around key areas of a printed picture, you can accurately translate it to *DPaint* or any similar art package.

60 Speed up rendering times with 3D ray tracing and fractal programs by adding an FPU to your Amiga.

61 Create a list of your most often-used programs, and add them to your Workbench 3 Tools menu. You can now start any of these programs by simply selecting their name from the Tools menu. To do this, you'll need a PD utility called *Tools Daemon*, which is available from most PD libraries advertising in this magazine.

62 Be very cautious when advised to use Diskdoctor by the Workbench. Many game disks, if inserted when Workbench is running, will appear as bad. You may be told to correct them with Diskdoctor, when the disk could be in perfect working order. If you do so, you'll definitely damage the disk. This is because Workbench can't understand the anti-piracy formats of many game disks – Diskdoctor attempts to re-write the data in a form it can understand. If this happens with a non-game disk, try running it through a virus checker first.

63 Give two-player games added novelty factor by connecting two screens to the Amiga, one for each player. Choose from the composite video, RBG and RF outputs. Non-AGA Amigas only have the RBG and black and white composite video options. See also Tip no. 42 on creating a video wall.

TOP TIPS

64 Save memory on Amigas with low RAM by altering disk startup-sequences: If you find you are always short of memory when using your favourite graphics or music program, you can probably get some back by altering the startup-sequence on the disk. For example, instead of loading the main program straight away, many disks open up a Workbench screen first. On a 1Mb Amiga, the RAM this uses can be significant. Follow these steps to edit your program disk's startup-sequence.

1. Load your Workbench disk.
2. Make a copy of the disk you want to alter. Put the original away and work on the copy.
3. Replace the Workbench disk and open a CLI or SHELL window.
4. Type the following, disregarding the quotation marks 'resident c: ed'
5. Press Return.
6. Swop the Workbench disk for the copy of your program disk.
7. Type the following, disregarding the quotation marks 'ed df0: s/startup-sequence' and note that df0: is the letters d, f, and the number zero, not the letter o.
8. A window will appear containing the disk's startup-sequence. Use the cursor keys and the delete key to remove all the original lines.
9. Go back to the top of the window, and type the name of the program file that you want to run automatically when you boot from that disk.
10. Press the Escape key followed by X and then Return.

This may not always work, but it's worth a try.

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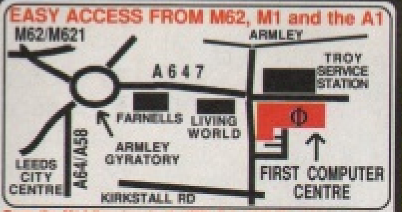
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If you thought V32bis was fast try V 34 (28,800 bps). They come with a 5 year warranty & are BABT Approved

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68030 accelerator running at 28Mhz expandible to 8 Mb 32 Bit RAM (see RAM prices) Optional SCSI adaptor.
ADDITIONAL 32 BIT RAM
Just add the price of 32 RAM in this advert to the Viper board to get your configuration price

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for the A500/A500+ & A1500/2000 28 Mhz, uses A500 side port so there is no internal fitting
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.28 dpi, 15/38 KHz, all Amiga modes, AGA compatible. No audio, tilt & swivell stand.
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tilt and swivell stand only £9.99 when purchased with monitor

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*add £3.00 delivery if purchasing just one Posso or Banx box. Normal delivery when purchased with other product or when buying 2 or more.
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2 Mb SIMM..........£95.99
4 Mb SIMM. NEW LOW PRICE!..£145.99
8 Mb SIMM. NEW LOW PRICE!..£279.99

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25 Mhz	£45.99	£49.99
33 Mhz	£53.99	£89.99
50 Mhz	N/A	£137.99

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256 by 4 ZIPS..........(each) £5.99
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Kickstart 1.3..........£23.99
Kickstart 2.04..........£28.99
Kickstart 2.05 (for use in A600)......£28.99
Fatter Agnes 8372A..........£26.99
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6571-0326 Keyboard controller.....£13.99
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Realise the full potential of your A1200 with this trapdoor expansion. Inc real time clock

1 MB RAM..........£91.99
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2 MB & 33 MHz CO PRO........£184.99
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Amiga 1200..........from £279.99
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Amiga 500 Plus trade in available
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A1200 OVERDRIVE CD-ROM
Runs CD32 software, Plays Audio CD's, shows photo CD's. Plugs into PCMCIA slot
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Internal SCSI CD-ROM drives for the A1500/2000/4000 (with suitable SCSI interface). All drives include driver s/w & will read CDTV/CD32 & PC ISO 9600 standard disks. External kits for A3000 also available

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• 265Ms Access time • 355KB transfer rate
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External version.£259.99
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Cumana 3.5"..........£56.99
1 meg external drive. The best name in disc drives
A600/1200 internal drive.......£39.99
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hama ON DEMO NOW!
The Professional answer
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S-Video, and composite compatible
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features professional SVHS output
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Includes dual control for overlay and keyhole effects, extra RGB pass thru. Check for compatibility
Rendale 8802 FMC..£164.99
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For creating special effects in video production with genlocks.

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hand held scanner with 256 greyscales and up to 800 Dpi
add £25.00 for OCR software
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18 bit scanner with 256K colours inc colour correction
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With the latest version 4 s/w for bright & sharp grey scale performance. Flexible scanned image display manipulation options, plus Clean up, embolden, resize & flip.
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compatible with Epson ES300C, ES600C, ES800C, GT6000, GT6500 & GT8000

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AWARDED 100% AMIGA COMPUTING!

The amazing new graphics tablet for the Amiga developed with the help of First Computers. 94% rated in Amiga Shopper August issue! Requires 2.04 WB or above only £59.99

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Real time colour digitising from any video source. Full AGA support. Requires 12 Volt PSU.......£12.99
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24 bit quality real time colour digitising from any video source. Full AGA support. Reqires 12 Volt PSU......£12.99
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Full support for AGA chipset. Colour images captured in less than a second, mono images in real time with any video source. Multitasking s/w, cut & paste.

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90% rating. 400 Dpi
Zydec Trackball.....£29.99
Golden Image Trackbail only £37.99

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MISCELLANEOUS

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Pro Midi Interface by Microdeal.......£24.99
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Clipart 10 Pack..........(PDAC25) 1 disk £12.50
Clipart Disk 1 (MacArt)..........(PDAC01) 1 disk £1.50
Clipart Disk 9 (Garfield)..........(PDAC09) 1 disk £1.50
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Ami Base Pro v 1.8..........(PDAC01) 1 disk £1.50
9 Fingers Demo..........(PDA033) 2 disk £2.25
Edword Pro V4..........(PDA005) 1 disk £1.50
Easy Calc Plus..........(PDA006) 1 disk £1.50
Klondyke AGA..........(PDA013) 3 disk £2.75
Mindwarp AGA Demo..........(PDA015) 1 disk £1.50
Motorola Invaders AGA......(PDA016) 2 disk £2.25
Magic Workbench Utils......(PDA017) 1 disk £1.50
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Spectrum Emulator version 1.7..(PDA027) 1 disk £1.50
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Relokick 1.3..........(PDA011) 1 disk £1.50
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First Fonts Disk 2..........(PDAF02) 1 disk £2.50
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UTILITIES

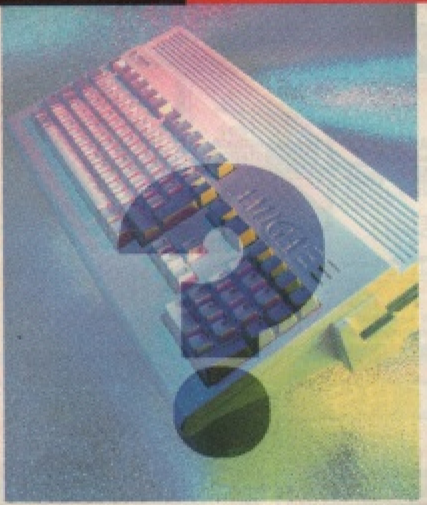
Directory Opus 4..........£51.99
GP FAX 2.3 software..........£49.99
Xcopy Pro inc. hardware..........£21.99

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Deluxe Paint 4 AGA..........£39.99
Make Path for Vista..........£8.99
Vista Pro 3 (4Mb required)..........£29.99

WORD PROCESSING/DTP

Final Writer DTP NEW!..........£72.99
Final Copy V2 UK... New Low Price!..£48.99
Pagestream 3 U.K. version..........£249.99
Pro Page V4..........£109.99
Protext 4.3 W/P..........£39.99
Wordworth 2 AGA inc Print Mgr..........£34.99
Wordworth 3 limited offer!.......£64.99



65 Play animations far larger than your RAM capacity, by spooling them direct from a hard drive. BigAnim is a public domain utility designed to do this. The length of the animations is only limited by your hard drive space. Frame rates tend to fluctuate a little with more complex animations, although a faster hard drive will minimise this. BigAnim is available from most PD libraries in this issue.

66 Plan your car journeys with your Amiga. Use *GB Route*, given away with the July 1994 issue of CU AMIGA.

67 Keep your spirits up during long computing sessions. Write a program that pops up every so often with a cute little man who waves at you and blows a raspberry. Run this program from the hard drive startup-sequence, so that you little friend is always there when you need him.



Computing can be a lonely business. What you need is a little friend to cheer you up.

68 Keep your Amiga away from direct sunlight and any other direct heat sources. Damp and cold conditions can also adversely affect your machine.

69 Don't risk breaking your A1200 RAM expansion when you plug it in. Line it up with the trap-door port, and use two small screw drivers to lever it into place.

70 When buying a new Amiga, seriously consider holding onto your old machine. You may not get much for a basic A500, but a second Amiga can be very handy to have. You can hook it up to *OctaMED* and have twice as many sample tracks, use it as a second video source for presentations or 'live' recordings, or have it as a back-up machine, whenever your main Amiga is busy with other tasks.

71 Check out the PC public domain libraries and bulletin boards for an alternative source of sound samples, graphics and fonts. PC sound sample files (WAV and VOC formats) can be converted to IFF format with an Amiga utility called Sample Machine, available from Valley PD (tel: 091 587 1195). CrossDos or a similar utility will allow your Amiga to read double density PC formatted disks. A1200s and A4000s have this ability built-in to Workbench.

72 If you submit any designs, artwork, ideas or demos to companies, post a copy to yourself via recorded delivery and leave it sealed up in a safe place. This will act as protection against copyright infringement.

73 Avoid pirated games, they are the most likely source of a disk virus.

74 Safe-guard essential system files on your hard drive by using the protect command. See you Workbench manual for details. Otherwise, installation scripts can sometimes replace existing files with different versions.

75 Read up on real-life flying techniques, and try out the manoeuvres in flight simulations.

75 When you're stuck in an arcade game, try recording your progress onto a video tape to see where the attack waves are coming from.

76 Keep your feet warm during those late night sessions by taking off your shoes and resting your tootsies on the Amiga's PSU (Powers Supply Unit).

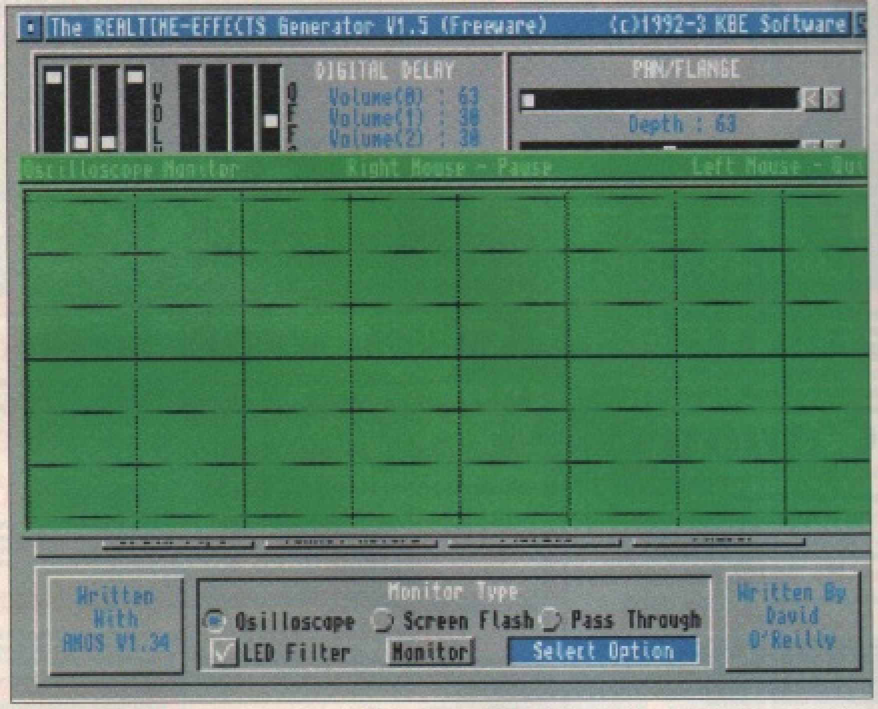
77 A1200 owners, free extra memory during critical operations by using the prefs/screenmode option to change your screen to NTSC.

78 Save time getting JPEG pictures by using a program such as *ViewTek* and a screen grabber.

79 A1200 owners, if your machine is out of guarantee, try fitting a third height 3.5" hard drive instead of a 2.5" unit. You will save yourself pots of money. WARNING: Inexperienced users should not attempt this! IBM and Connor drives require special fitting!

80 Encourage PC users to realise that the Amiga is more fun than their machine by taking printed notices and leaflets into work.

81 DTP users, do a print out of all of your fonts to save time when looking for a suitable one for your latest creation.



Last issue's covermounted *Real Time Effects Generator* is just the job for guitarists who want to add some spice to their sound.

82 DTP users (again), limit your pages to as few fonts as possible (preferably only two) to get a really professional look.

83 Hook your Amiga up to your stereo for some completely amazing sound.

84 Printer users, be ecologically sound by saving scrap paper to print draft copies.

85 Improve your social status by taking out a subscription to CU AMIGA.

86 DTP users, increase Amiga awareness by printing 'This page was created on an Amiga' at the bottom of every page.

87 Guitar players, use the Realtime Effects Generator (on last month's coverdisk) with a sampler to create some really neat sounds.

88 Modem users, save yourself time when logging on by creating a script for your Comms program.

89 Create a 'temporary' directory on your hard drive, reserved for files that can be deleted when you need some extra space.

90 Keep your disks away from magnetic fields, such as your monitor, TV, loud speakers and radios.

91 Use olive oil to lubricate your joystick (ooer missus), and extend its life a great deal.

92 Workbench 2 (or above) users, brighten up your display by using *Magic Workbench*, available from any good PD supplier (check this issue's).

93 Always remember, there is no such thing as too much memory, too fast a processor or too much hard drive space.

94 When buying peripherals, always make sure you are buying from a reputable dealer. See Andy Leaning's buyers' guides.

95 If you use shareware programs regularly, do pay the fee. Often, registered users get seriously preferential treatment.

96 Back up your hard disk regularly, you will certainly appreciate the effort if ever you get hard disk problems or decide to upgrade your machine.

97 If possible, keep back-ups with a friend or in a fire-proof metal safe or box. That way, if you should be unfortunate enough to have a fire, you will still have your most recent work available to you.

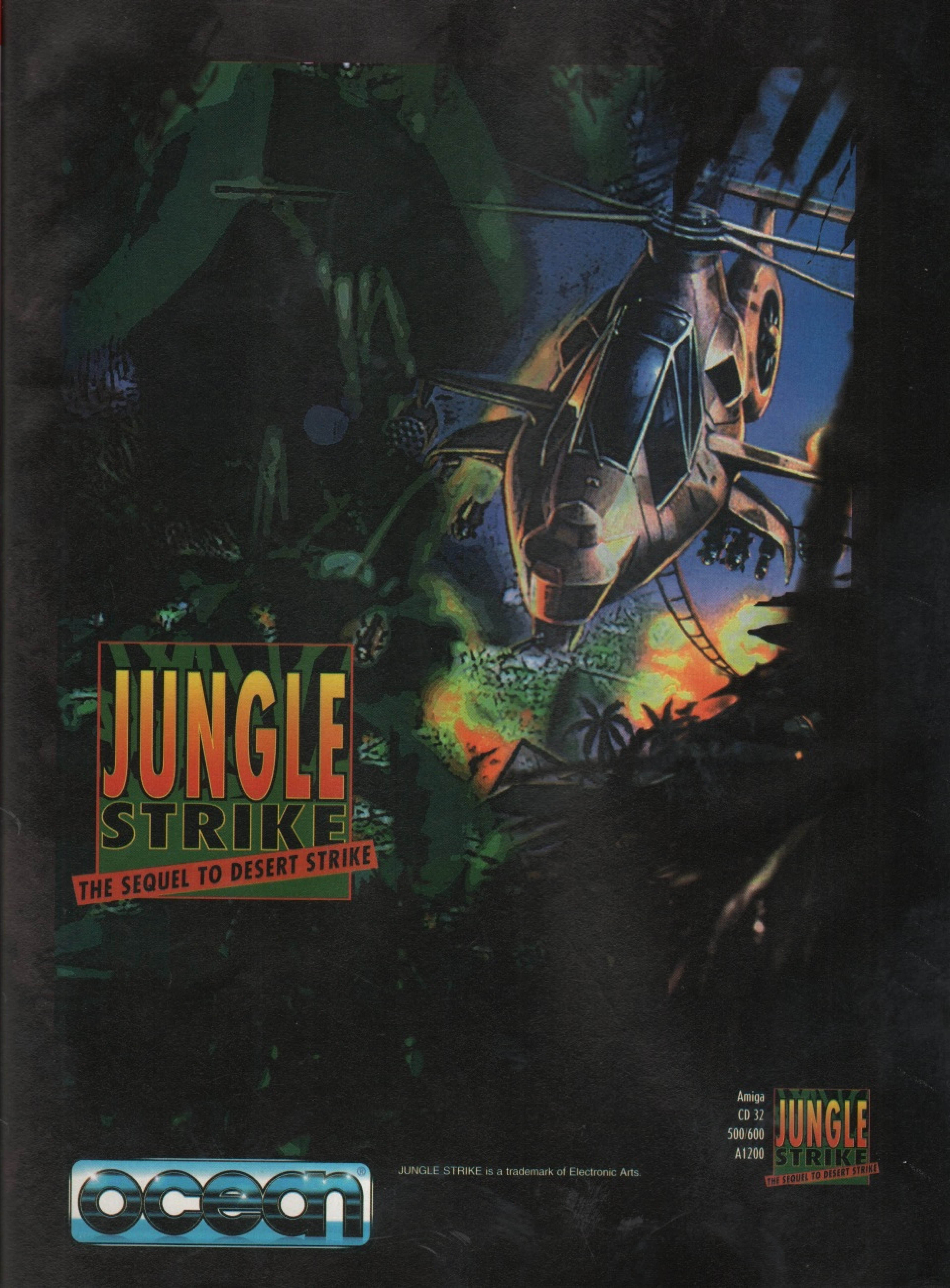
98 Avoid a sprawling sound samples directory by separating them into groups. For example, a directory for drums, basses, loops, vocals etc.

99 Paint program users, improve your technique by reading books on normal painting, such as those in your local library.

100

When sending correspondence done on a word processor always use good quality paper. Photocopier paper will often negate any good impressions you have created so far.

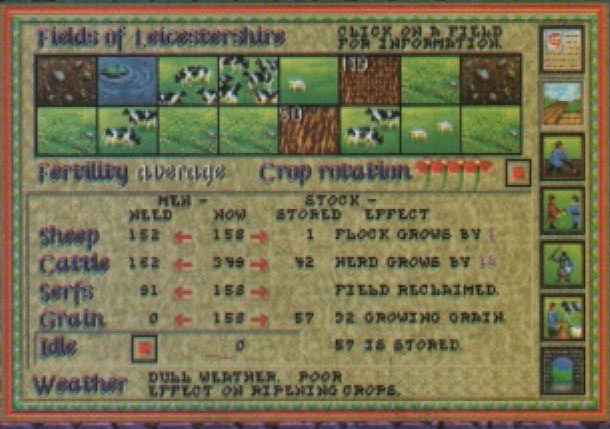
101 Make sure you buy the next issue of CU AMIGA, on the shelves from 19 November. Because the best tip of all is to keep reading this magazine.

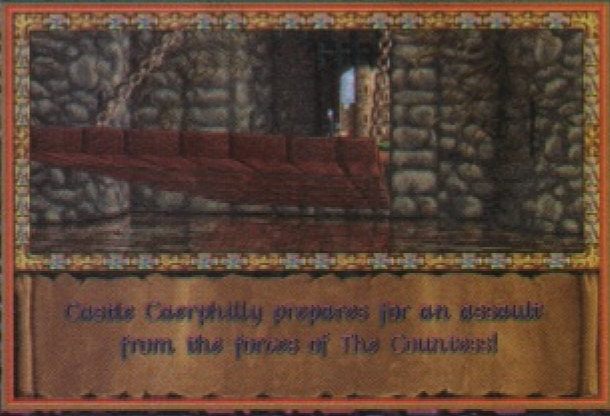

JUNGLE
STRIKE
THE SEQUEL TO DESERT STRIKE
Amiga
CD 32
500/600
A1200
JUNGLE STRIKE
THE SEQUEL TO DESERT STRIKE
ocean
JUNGLE STRIKE is a trademark of Electronic Arts.


Side view North


Summer AD 1281


Do as you like with our mutual foes, but think long ere you try to steal my lands!
The Baron
Click right to exit.


Fields of Leicestershire
CLICK ON A FIELD FOR INFORMATION.
Fertility average
Crop rotation
MEN - NEED
NOW
STOCK - STORED
EFFECT
Sheep 152 158 1 FLOCK GROWS BY
Cattle 162 349 42 HERD GROWS BY
Serfs 91 158 FIELD RECLAIMED.
Grain 0 158 57 32 GROWING GRAIN.
Idle 0 57 IS STORED.
Weather DULL WEATHER. POOR EFFECT ON RIPENING CROPS.


Castle Caerphilly prepares for an assault from the forces of The Countess!

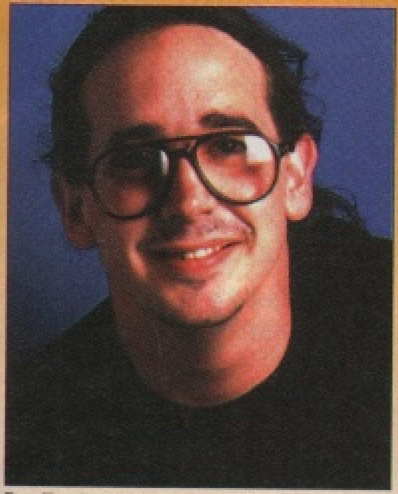

Lords of the Realm™



CD32 ZONE
The only place for news and reviews on the CD32

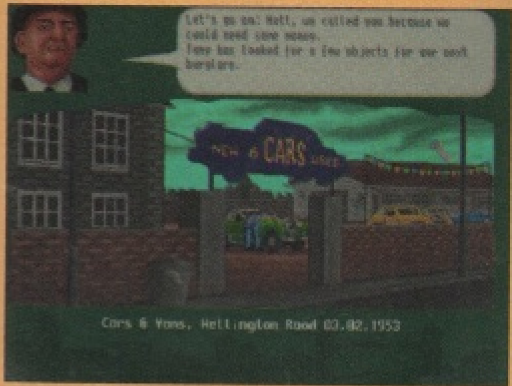
NEWS

Has it really been a year since I started editing the CD32 section of this fine magazine? You know, it's quite funny to look back and see just how far the CD32 has come in the last 12 months, from humble beginnings as a games console carrying A1200 conversions to something almost mirroring the PC CD-ROM world, with everything from clip art and similar resource libraries to talking adventures and movies on CD. A lot of it comes from the simple fact that the PC has defined what does and doesn't sell on CD, and therefore the CD32 market has had a trend to emulate, resulting in faster growth than anyone expected. Sadly this is my last month heading up this section, as I'm off to explore the joys of CD myself, but I promise you that twelve months from now, you'll have seen even faster progress than there has been so far.


Bye Tony – sob!

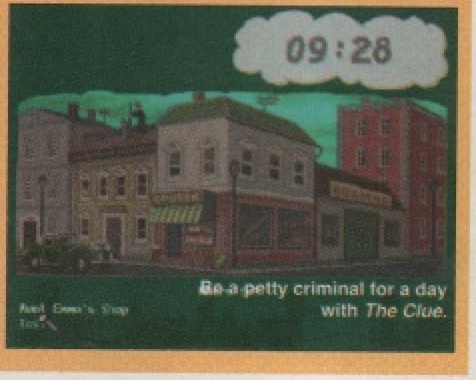
Tony Dillon
Games Editor

THE CLUE - CD32



We had it on a coverdisk a couple of months ago. We had the review in the same issue. We thought it was brilliant. Neo Software's *The Clue* is one of the most original adventure games to appear in recent years, giving you the chance to play a small time thief in post war London. Austrian's Neo are also about to go into the studio to record all the speech for the game for a CD32 version, which should feature the same glorious 256 colour screens of the PC version, plus other enhanced sound. For more information, call Black Legend on 0438 840003.





Be a petty criminal for a day with *The Clue*.

FMV GAMES FIRST

In previous issues of CU AMIGA we've frequently covered VideoCD (FMV) feature films, now however, games companies are starting to use VideoCD technology as well. *Cannon Fodder CD32* has a complete intro sequence recorded in this format and is, to our knowledge, the first CD32 game to mix FMV film with games.


Check out the *Cannon Fodder* review on page 42

To see this intro sequence you'll need a CD32 with the FMV cartridge. When plugged in this allows the Commodore game console to play the increasing number of VideoCDs. The time taken for games developers to adopt VideoCD has come as a surprise to many, with most people not expecting software authors to adopt the format before early next year at the soonest.

On another FMV note, at the recent Live '94 show Sony showed a dedicated five disc VideoCD player, whilst Panasonic announced that they will shortly be releasing a Mini HiFi (called the VC10, priced at £800) that can play VideoCDs. So, VideoCD, whilst still new, is slowly taking off! But the CD32 is currently the lowest priced system on which you can watch VideoCDs.

EVEN MORE CD MOVIES

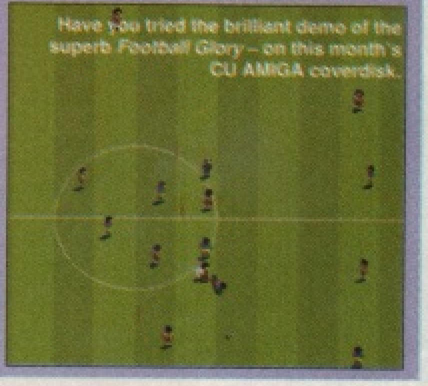

Coming to a CD near you soon ...

As the collection of CD movies available for the CD32 grows, Philips have announced a whole host of new titles you can add to your collection. The first is the Tom Cruise sensation *The Firm*. Based on the book of the same name by John Grisham, the film tells the story of a young law graduate drawn into a very mysterious, yet very successful law firm, who not only decide what hours you work, but also just how you live your life. Other films include the classic *Apocalypse Now, Coming to America* and *Sliver*. These are available with a variety of age certificates, priced between £15-20. Available from HMV and other leading stockists.

CROTEAM CDS!

Croteam, the new Croatian based wing of Black Legend are about to launch into the CD32 market in the same spectacular way they have the floppy side of Amiga computing. The first CD titles to appear will be *Football Glory* and *Embryo*, with *Spherical Worlds*, a shoot 'em up along the lines of the classic *Gauntlet*, and all three should be available before this Christmas. It's not confirmed yet what enhancements will be made to the titles in the transition, but if the first two floppy games are anything to go by, it should be something special. For more information, call Black Legend on 0438 840003.



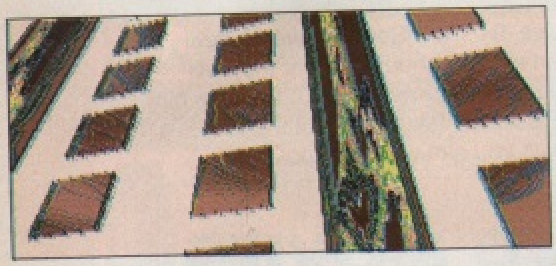

Have you tried the brilliant demo of the superb *Football Glory* – on this month's CU AMIGA coverdisk.

DIARY OF A GAME



PART 8

Well, here we are at the final instalment of the diary of Space Academy. John-Jones Steele is back and has been busy adding the final touches to the programming.





At the end of last month's article Dave was hammering away at getting all the rooms finished, having completed all the sprites required for the game. So I set about going through all 336 rooms of Building One and building the masks for the graphics clipping, along with the masks for the collision detection. Now, for the first time we could walk our hero around the complete building. However, as we walked him around we discovered a few areas we thought could be reached but actually had no means of access. A few quick flicks with the mouse from Dave and that problem was solved.

IMPROVEMENTS

The weeks of preparation for this are now game beginning to show fruit. While Dave ploughed on with the 240 rooms required for Building Two, I went through the detailed design lists, adding all the switches, doors and puzzles needed to turn *Space Academy* into the mega game we're all waiting for. There were a few places where the door switches could not be reached, but a bit of tweaking again solved all the problems. For the most part the puzzles also went in without any major changes.

We now had the first building complete except for the movements of the SAS men, so it was time to get some outside testing done. We roped in a few gaming friends to give us an idea of the difficulty level the game was at. Based on their reactions, we decided how many and how intelligent the SAS men should be. It had been decided at the beginning, that the first level would only have a small number of SAS men, to allow the player to get into the game. So, after the initial testing, it was decided that instead of a whole level with very little blasting action, we would only have a small section of level one that was relatively peaceful.

These SAS men have proven to be the biggest problem, trying to get it so that their aggression level is just right has taken more time than was expected. The main problem was that if the SAS trooper was hidden when you entered a room, by the time you had seen him, he had already blown your head off. This has been fixed! Now, on the lower levels, they are more of a nuisance than a threat but as you reach later levels they become more aggressive. However, hopefully by this stage you'll have enough experience to deal with them.

Another area that we finally addressed was the subject of nourishment. Dotted all over the building are vending machines that hold various items of food for our hero to eat. These need to be available whenever food is required, but not so often that there is little need for planning your actions to find them. (A big hint to CU AMIGA readers, each level has a certain room where the SAS men never go, this room, which Dave and I call the stash room, can be used to place things you find that you might need later, not only food but weapons and ammunition.) That's enough of the hints. Even more important than food, though, is drink – only the soft variety for our hero though. This can be found at water fountains, coffee machines and, of course, soft drinks machines.



REALISTIC SOUND

Next the sound effects were added. Sound should be a major part of every game, but is often only added as an afterthought. Dave and I had decided the type of effect we required for each action that needed one, and we made sure that they were appropriate to the action. Many of the effects I could find in the library of sounds I've built up over the years, but for some of them it required going out with the tape deck and wandering 'round the countryside, banging on steel wires, drums, water barrels and assorted animal feeding troughs until we had the exact sound we required. The music in the game has been written and produced by Mindscape in consultation with us and complements the game perfectly.

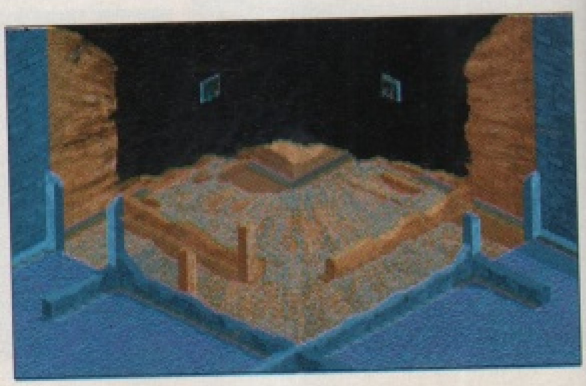
Space Academy is nearing completion now and as I type this, the testing department of Mindscape have their hands on the first building so we're await with baited breath their results.

In the meantime, we have finished the second building and all that is needed to complete the game is the final space ship level and the ray traced intro section.

Dave is now putting the final touches to the gags that are dotted throughout the game. These gags are throwaway items that make the game more enjoyable. They don't actually take part in the action, but they are great fun to think up and put in. This is one more thing that CD allows us to do. On floppy, we were always conscious of the space limitations, now we can add all sorts of interesting asides to a game.

Also, now that Dave has completed all the game graphics, he is concentrating on the box artwork and the in-box material. This will give a brief lead-in to the game in the form of a full colour comic and will, I'm sure, become a game playing collectors item, so look out for it. (*What a plug! – Ed*)

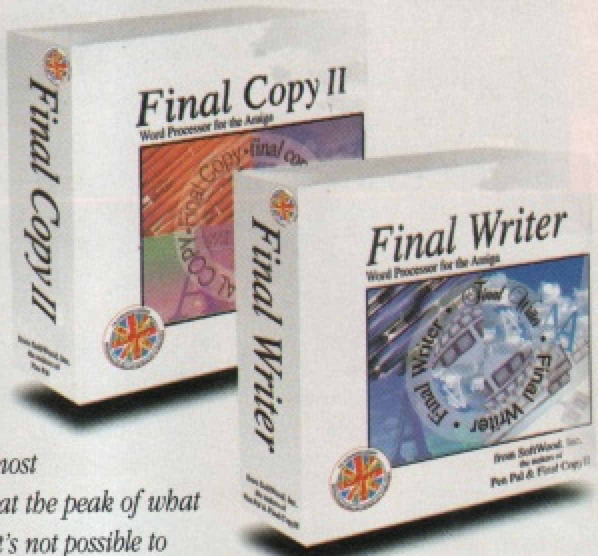
This is the final excerpt from the Stellar Genesis Agency Diary of the *Space Academy*. I hope you have enjoyed reading about the creation of our first game. Watch this space for news of the game's release. Until then feast your eyes on the screenshots. CU



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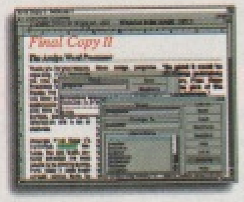
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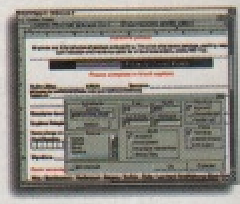


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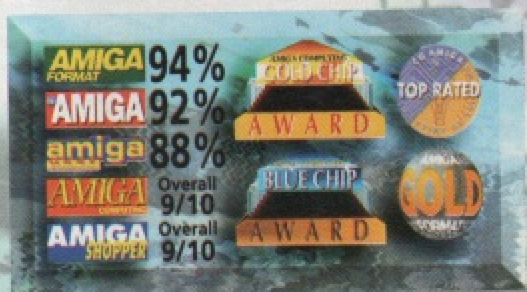
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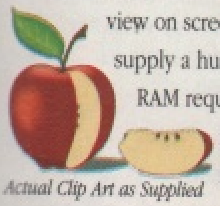
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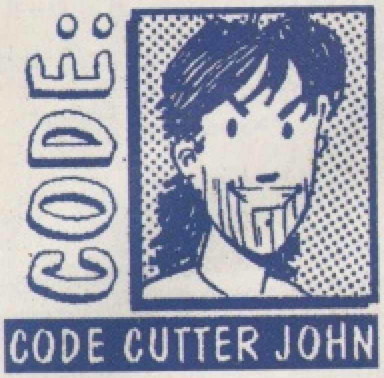
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FLIGHT OF THE AMAZON QUEEN

Another talking adventure? Alan Dykes investigates the CD32 version of Renegade's long awaited South American saga.





The development of games has been a bit like the history of cinema; first of all there were short, primitive films supported by dodgy music, then technology caught up and movie moguls were able to offer sound too. Then things went steadily downhill. Now games 'moguls' are falling head over heels offering sound, all because of the CD medium. Talkies are all the rage on PC and there have been some very, very dodgy examples of soap opera voiceovers. Luckily the CD32 and the Amiga have been spared the worst, making do instead with *Simon The Sorcerer*'s above average, if a bit monotonous, verbal meanderings and a little chap from Vulcan software who looks up in wonder and exclaims '*it's a key*'.

Now we are about to have our airdrums assailed by a variety of American and European accents in what Interactive Binary Illusions, the Australian team behind *Flight* like to call 'a humourous adventure'. John Passfield its programmer and Steve Stamatiadis, the man responsible for graphics and animation are wildly enthusiastic about a game that's been in the making for nearly two years.

"We're part of a new generation, brought up on Star Wars and the Indiana Jones films ... we owe a lot to George Lucas and his generation for inspiration", said John. This has inevitably resulted in *Flight* becoming a large-scale production which started off on the Amiga, moved to PC and will make it back to Amiga and then CD32 in the next few months.





Above left (and top left and right in cartoon form): Programmer John Passfield and graphic artist Steve Stamatiadis. Above right: The production crew and a top actor having fun. Call this work?

PENELOPE KEITH

Flight is set in South America, where the 'hero', Joe King (funny eh?) has to, er, solve a big mystery, chat with loads of dames, hustle evil professors (well, just one actually) and converse, fight even, with various oddballs. The really special thing about *Flight* though is the amount of vocal character interaction, there are over forty characters to speak to, with 14 actors used to portray them and – cue twilight zone music – some of them sound very familiar.

Penelope Keith is the last person you'd associate with an interactive game but although you're going to have to wait a while to hear her, she's in the game. There's also an American accent that may vaguely recognise, though unless someone told you who it was you'd never catch on. It's by a character actor called Bill Hootkins who had minor credits in *Star Wars* (he played Red Six in the attack on the death star and didn't last very long) and *Indiana Jones*. Other voices were supplied by Barry Jones, a classic English 'bad guy' actor, whose credits include *Batman Returns* and various other voiceover artists including a *Spitting Image* regular.

Add to this a soundtrack and special effects composed by Bitmap Brothers regular Richard Joseph who has aurally enhanced *The Chaos Engine* and *Ruff 'N' Tumble* among others and you get the idea: *Flight Of The Amazon Queen* sounds really good. But what does it look like?

Right from the outset *Flight* has been designed on the Amiga. Illusions started out as a 'bedroom' development team, using A500s for both animation and programming. According to Steve Stamatiadis his setup was simple in the extreme – but very effective. "I used *DPaint*" said Steve. What else though? "Not much really", he elaborated, "I started on *DPaint 3*, then when *DPaint 4* was launched I used it". Go on, what else? "*VideoScape 3D* and a digitiser, a Digiview digitiser". And that's all? "That's about it, yes".

Having started on the A500 the game was designed from the outset to use 32 colours, even though it really does look as though there are more. Actually I tell a lie: there are more in the CD32 and A1200 versions, 64 to be precise. This, while not utilising the full capabilities of either machine, brings it up to PC VGA standards and looks just dandy if you ask me. By the later stages of development technology and funding had improved sufficiently for Illusions to employ a couple of accelerated, hard drive equipped A1200s, but throughout they have remained faithful to their origins.

SANTA CLAUS?

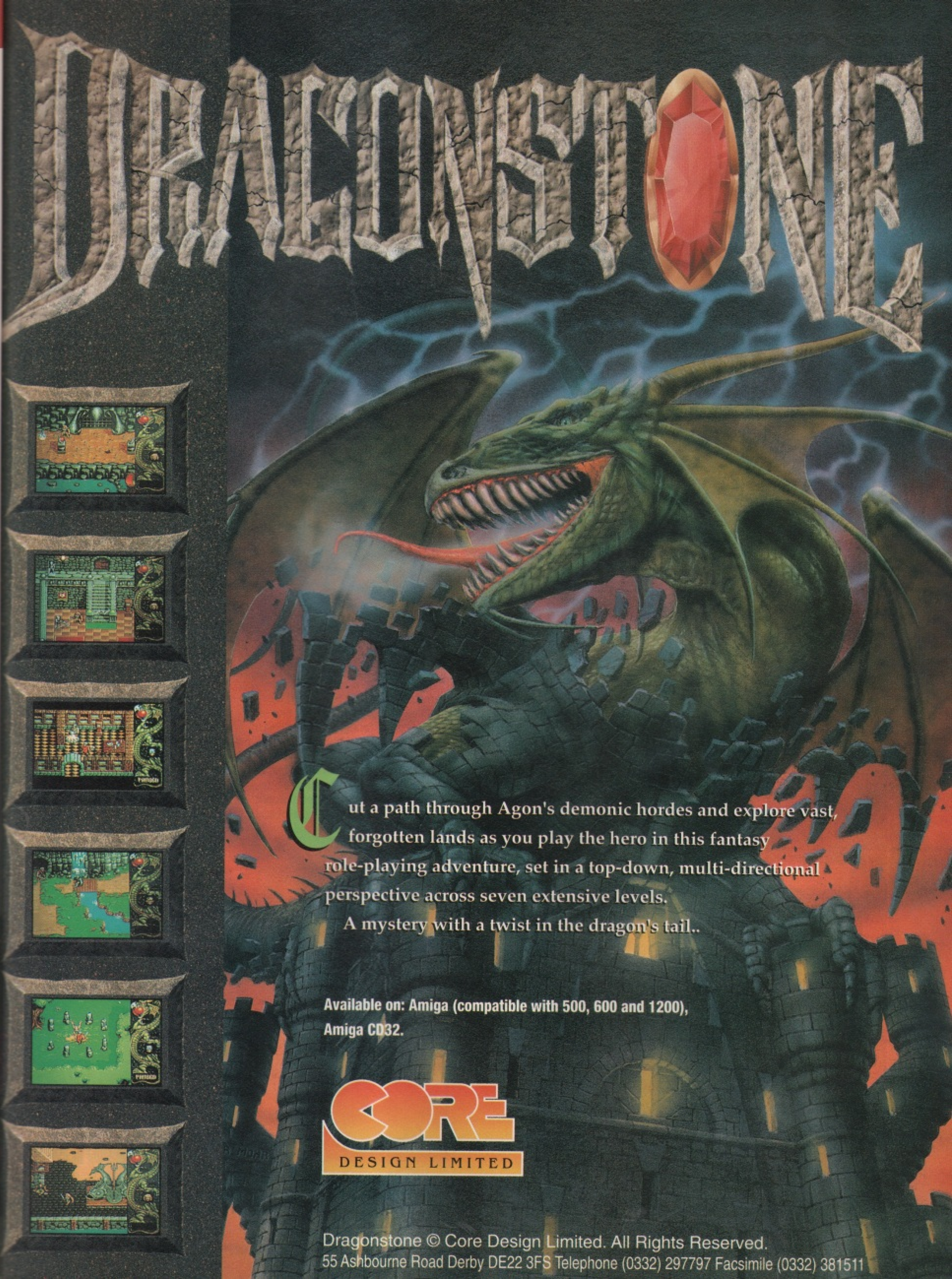
Where to now? Well *Flight* should be out just before Christmas provided it doesn't catch the dreaded software disease known as 'Slippage' (even the mention of this word sends publishers into exaggerated truama), in which case it will hit the shelves in January or February.

And what of Interactive Binary Illusions? Is there anything else on the horizon? John: "*Return Of The Amazon Queen* is a long way off, in fact we haven't even started it. We have another project in the pipeline though, but we can't say what it is at the moment". In the meantime they're putting the finishing touches to *Flight* and are settling down to write another instalment of 'Stereo Jack', a futuristic occasional comic strip they write for an Australian publication – could this hold the key to their next game? Keep an eye out for a review of *Flight* in the next couple of months. CU








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GUARDIAN

Acid Software have been very quiet since Skidmarks, but that doesn't mean they haven't been busy, as Tony Dillon discovers.



Mark Sibly is the man who is responsible for *Blitz Basic* and one of the most arcade perfect Amiga versions of *Defender* ever (well, several of them anyway). Almost a year ago, Mark Sibly came to London on a flying visit, and brought us a playable demo of his latest 3D shoot 'em up engine.

Essentially he had taken a look at *Starwing* on the Super Nintendo, a game that many magazines were raving about at the time, and realised that it wasn't doing anything that the Amiga wasn't capable of equalling, if not actually bettering hands down. The end result was a single level shoot em up called *Sibwing*. Then it all went quiet.

Suddenly, one day, completely out of the blue, a silver disk appeared on my desk with a single word on it – *Guardian*. Loading it up, I found it to be the completed *Sibwing*, gone through a few changes, sure, but even more playable and exciting than it ever promised to be. Acid Software are back, bigger and better than ever.



This is where you take flight from, mothership directly above.

In a nutshell, *Guardian* is *Defender*. Mark has written over a hundred different versions of *Defender* in his time, so that's no surprise. What is nice is the ease in which he has taken such a simple game concept and translated it into a 3D extravaganza.

You are a lone pilot, patrolling a group of unnamed planets somewhere out in space. One day on a routine run the planet is invaded by alien craft, hell bent on destroying all the buildings and vegetation on the surface. What more is a lone pilot to do except get out there and take them out!



BANDITS AT ...

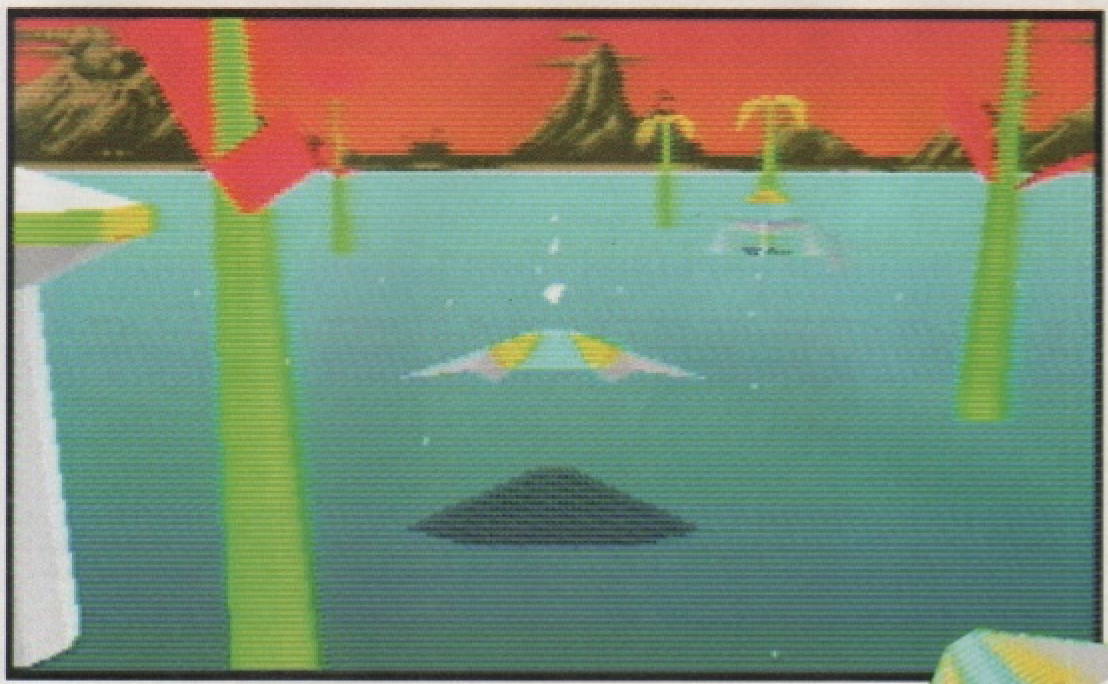
There are basically two different types of enemy craft attacking your planets. The first, and most deadly to you are all the fighter ships that materialise in random positions on the planet after being beamed down from the mothership which is loitering above the globe. These are only interested in taking you out, and will home in on your ship the moment they appear, with all guns blazing. There are dozens of different types that will appear, but all follow more or less the same pattern to begin with. Appear, fly around at high speed and then home in. The

At the top of the screen there are maps which tell you exactly where you are and where the bombers are.





Another volley of ships boldly go etc.

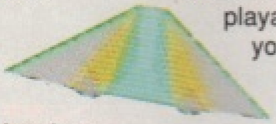


nice thing is that none of them are particularly intelligent, and they will fly into buildings and other obstacles while making a bee line for you.

BOMBER JACKETS

The second type of craft is almost completely harmless, but are the most important to destroy. The bombers, as they are called, are there to destroy all the buildings and installations on the planet, and systematically travel across the landscape raining destruction upon everything in sight. Your mission objective is clear. Stay alive long enough to take out the waves of bombers that appear, and then clean up all the fighters still alive. Once a certain number has been destroyed, it's off to a different part of the globe to save yet another civilisation.

After you've done this part a couple of times, you'll be told that a tractor beam is now operating. This is coming from the mothership. This scenario takes the place of the end of level guardian, pitting you against a whole host of smaller enemies instead of one large one. You are pulled from the planet surface inside the mothership, from which vantage point you can see all the exit ports where the fighters are coming from. Your job here is to take out every single port before the aliens start emerging, because once they do, you're in serious trouble.



BOUNCING JACKS

Some aliens drop special bonuses when shot, which look like enormous bouncing jacks. A bit of skillful flying is all it takes to scoop these things up, and they can be anything from a laser boost to a shield boost to even a tracking missile, which will lock on to the nearest bomber and blow it out of sky.

The only other weapons in your armoury are a double laser, which can fire two shots forward instead of one, and a limited supply of smart bombs. There isn't really a lot to choose from, sure, but then there wasn't much to choose from in *Defender*.

STARWING?

You can probably tell from the various screenshots dotted around this page that the game is based upon *Starwing*. The bright colours used on all the objects, plus the style of the other craft show pretty much where the game is coming from.

What this leads into, though, is a very strange viewing perspective. The game is viewed in the third person, ie behind your own ship, but you don't actually look directly along the craft. The height of your ship is variable, but the height of the camera isn't, so if you are skimming along the ground or flying as high as the game will allow, you are left looking down or up at yourself rather than forward, which limits your view somewhat. Oddly enough, this doesn't actually detract from the playability of the game once you get used to it. If you don't like the angle you are being viewed from, you can always move the camera position to suit you.

TARGET TROUBLE

One gripe with this system that some people had initially was that you had no real way of targeting your shots. Although you always fire forward, the height of your craft coupled with the yaw means that you can fire in all directions along the Y axis and judging where your bullets are going to go is an acquired skill rather than an intuitive one.

The controls are worked out extremely well, with the top two buttons on the controller moving your craft forward or back, the large red button is your cannon, the blue and yellow buttons handling missiles and smart bombs respectively while the green button lets you pull off quite a nifty 180 degree flip, enabling you to turn and fire at whatever happens to be chasing you.



Guardian is an unusual game, but wildly addictive and great fun to play. Extremely challenging, both mentally and physically, this is a game where you'll really work up a sweat. It might not be the smoothest or most original game in the world, but it's well worth having nonetheless. Is *Guardian* a fitting follow up to the great *Skidmarks*? Yes I definitely think so. CU



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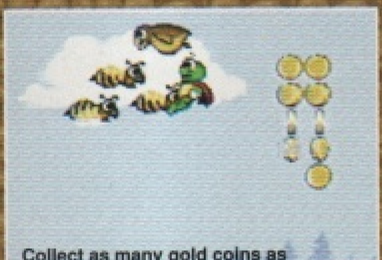


It's not an easy life being a handsome prince. One day you have the love of a beautiful princess and quite a distinctive jawline, the next you are attacked by a crazy witch, who despises the fact that you shamelessly snog your lovely in public. She steals your girlfriend from you, and faster than you can say 'Gilette – The Best A Man Can Get', you are magically transformed into a frog. Somehow, though, you have become a particularly energetic frog, capable of pulling super jumps, high speed runs and a semi-flying capacity. With your new found powers, you decide to rescue your other half from the clutches of the witch.

What ensues is one hell of a good platform game. Released at a time when the rest of the Amiga world was cloning *Super Mario Brothers*, *Superfrog* borrows more from *Sonic The Hedgehog* than anything else. Your objective is simple: run around the giant maze like levels collecting a set number of gold coins, avoiding dangerous objects and trying to find the exit as quickly as possible. As you move through the levels, they get bigger and more complicated, and there are more and more nasties out for your froggy blood.

It's a very well presented game, with intro and outro screens drawn by Eric Schwartz. Very smoothly animated, the game was an impressive feat on the A500, but I have to admit I did expect better on the CD32. There have been no enhancements made at all to the game, so what you have is essentially the A500 version – 32 colour graphics and *Protracker* music. OK, so it's still a very playable game, and the price is perfect, but I can't help wishing there was something more to it.

Tony Dillon **81%**



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CANNON FODDER

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Nice lush green graphics.

Tennis Elbow. Athlete's Foot. Tiddly-winker's Thumb. Er, Couch Potato's Bottom. All afflictions caused by repeated actions during play. And all pretty bad.

Played almost constantly over a number of days, certain types of computer game can cause similar injuries to the player. Two of the most popular examples are the *Sensi*-Joystick-Button Thumb (which I'm sure we've all experienced at some point or other), or the unique *Cannon-Fodder*-Mouse Hand. Stupidly long names I know, but it's what I like to call them (in the last five minutes since I made them up), and hardened players of either game will suffer cramp and other symptoms at some point. Probably.

Alongside *Syndicate*, *Cannon Fodder* is the game which best makes use of the mouse for control. The pointer chases around the screen, and a swift left-button fires your weapons, while the right sends your crack troop squad into action, running strategically towards the bally Hun. In fact, it relies on the mouse to the point that you wonder how Sensible could ever have created it for joypad-lovers; and the general feeling, simply, is that they couldn't. Now that they have, that theory is proved right; because the joypad control is sluggish at best, and impossibly frustrating at worst.

So, now comes the time to slag it off. Right? Well ... no. What I'm going to do instead is recommend that you buy a mouse – yes, Sensible has left the mouse control routine in, thankfully. A mouse will only cost you £10 or so, and the sheer volume of enjoyment (if, indeed, you measure it in that way) you'll get from the two together will be huge. It's a war game, but it's also one of the finest arcade games ever – packed with people to shoot, inventive mantraps, and a nice line in interesting automobiles, which you can get in and drive.



If you want to get the best from this game – buy a mouse.

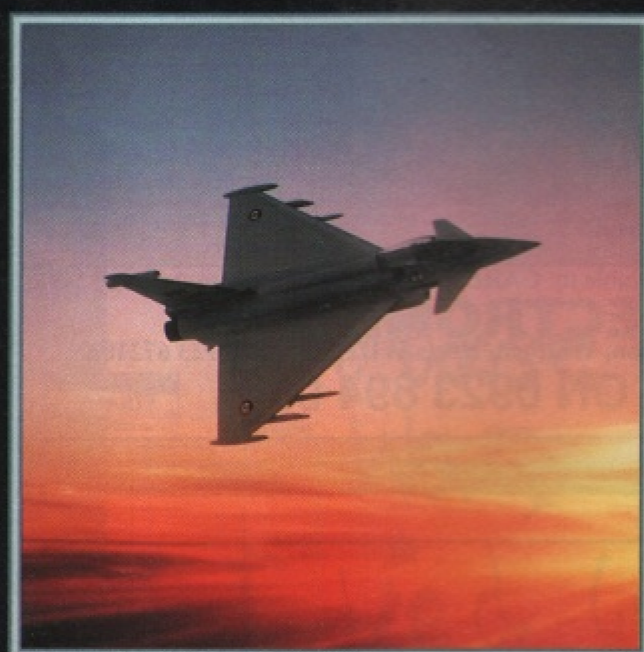
The CD32 version's been slow in coming, and although it doesn't offer any real improvements over the floppy game, it continues to hold its tin hat-topped head high above the competition. Buy it and find out just how much fun war is.

Andy Nuttall **90%**

TFX

REVIEWS

- PC PLAYER ★★★★★
- PC ACTION 90%
- PC ZONE CLASSIC 90%
- PC REVIEW 9/10
- PC HOME 91%



"It's more than a straight flight sim:, D.I.D. have emulated multi-million dollar flight simulators. When you play TFX the first thing that hits you is the detail of the landscape... over seven million square km appears on screen, with hills, roads and mountains all in the right place." THE EDGE

"The graphic detail is quite superb, with stunning visuals and strong sense of image, TFX is quite often like watching a movie... when I first saw TFX my jaw dropped so far it took me 15 minutes to find it again! It's fast, good looking and fun." PC REVIEW





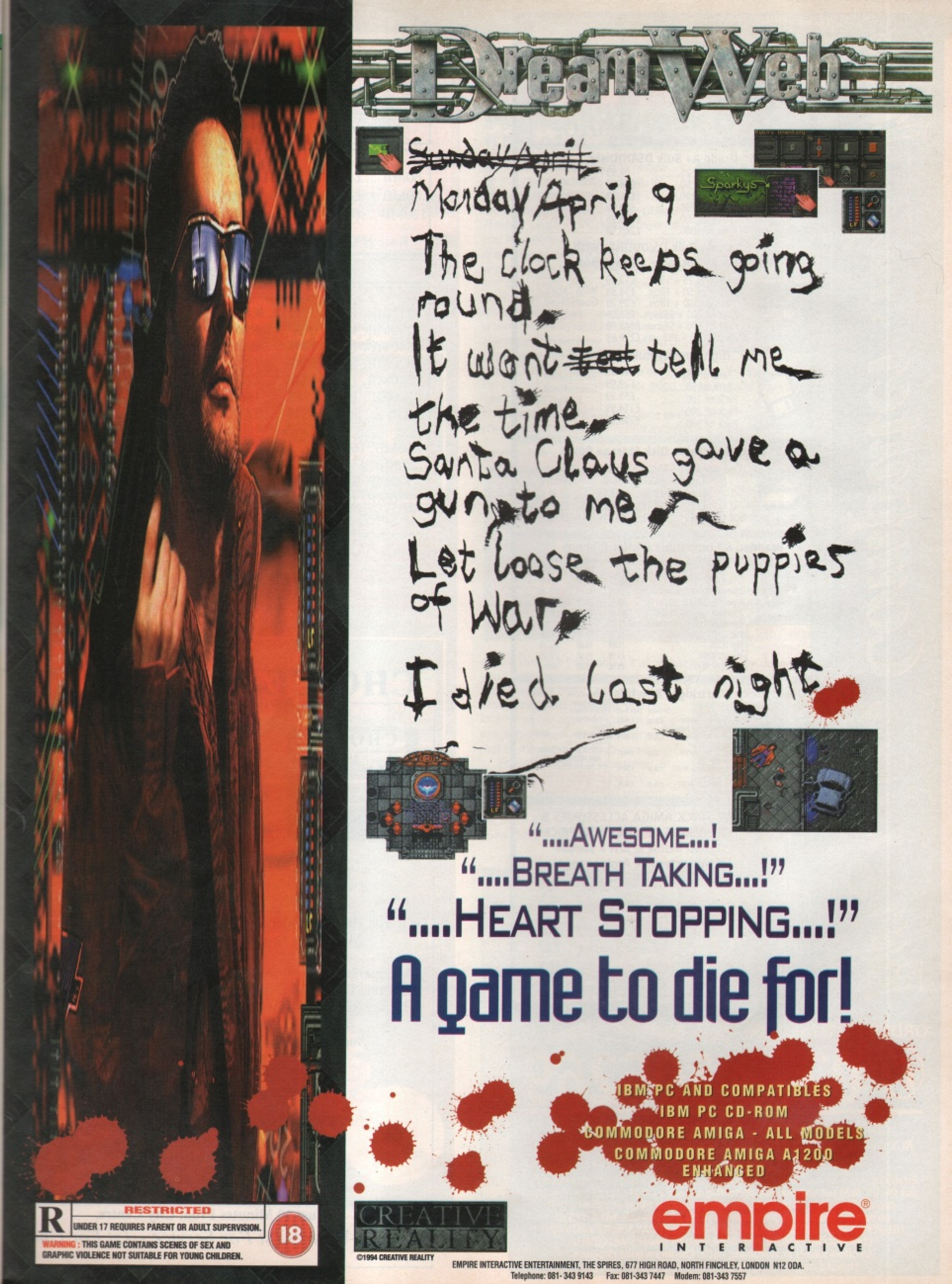


Tactical Fighter Experiment... the only choice worth making where state of the art flight simulation is concerned.
Take control of one of three of the finest aircraft money can buy:
Eurofighter 2000
Lockheed F-22
Lockheed F-117 Stealth Fighter
TFX... a simulation at the cutting edge of aerial combat enhanced by unprecedented in-depth research and authentic flight detail.
Take on the missions... fight for peace.

PC & COMPATIBLES · PC CD-ROM · AMIGA 1200 · CD32

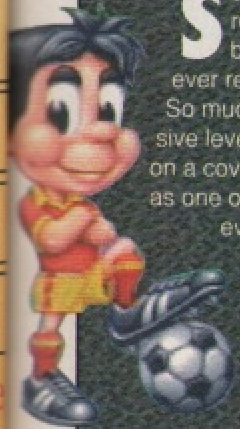
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Dream Web
~~Sunday April~~
Monday April 9
The clock keeps going round.
It won't ~~tell~~ tell me the time.
Santa Claus gave a gun to me.
Let loose the puppies of war.
I died last night
"....AWESOME...!
"....BREATH TAKING...!"
"....HEART STOPPING...!"
A game to die for!
IBM PC AND COMPATIBLES
IBM PC CD-ROM
COMMODORE AMIGA - ALL MODELS
COMMODORE AMIGA A1200 ENHANCED
R RESTRICTED
UNDER 17 REQUIRES PARENT OR ADULT SUPERVISION.
18
WARNING : THIS GAME CONTAINS SCENES OF SEX AND GRAPHIC VIOLENCE NOT SUITABLE FOR YOUNG CHILDREN.
CREATIVE REALITY
©1994 CREATIVE REALITY
empire INTERACTIVE
EMPIRE INTERACTIVE ENTERTAINMENT, THE SPIRES, 677 HIGH ROAD, NORTH FINCHLEY, LONDON N12 ODA.
Telephone: 081- 343 9143 Fax: 081-343 7447 Modem: 081-343 7557





SOCCER KID

KRISALIS £29.99 OUT NOW



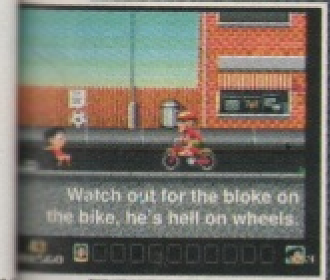
Soccer Kid is still regarded as one of the best platform games ever released on the Amiga. So much so that the exclusive level we once gave away on a coverdisk is still regarded as one of the best coverdisks ever. Lord knows it has taken long enough for Krisalis to release a CD32 version of the game, but finally they have. And bat me over the head with an Adidas trainer, it's just as much a stormer on the old shiny disk as it was on floppy. But for those of you who haven't seen it, here's a little recap ...

You play a small boy with a quest. The quest is to recover the world cup, which has been stolen by invading aliens. This boy is a keen football fanatic, indeed he needs to be to go up against the might of an entire alien race with only a football. Yes, you read correctly, right (if you don't believe me, go back and try again), this kid has only a football to help him get to victory. Mind you, he knows how to use it, and thankfully all it takes is one hit with a ball to destroy most aliens, so Kid can run from left to right in the standard platform way and punt the ball at anything he likes.



There are still the same amount of groovy tactics in the CD version.

One of the nicest things about the Amiga version was the control system. Although there are a hundred and one things that Kid can do with the ball (head it, juggle it and so on), you didn't have to go through a series of *Streetfighter 2* movements to get him to do it. The CD32 version is just as playable, and contains the same fantastic graphics as the A1200 version so what more could you ask for? Some decent CD music? You've got it.

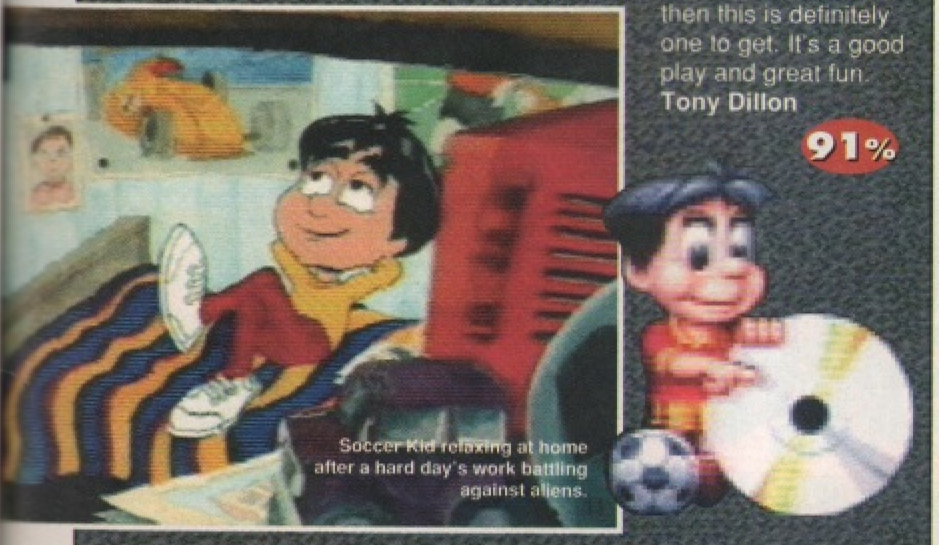


Watch out for the bloke on the bike, he's hell on wheels.

If you only buy a couple of games this month, then this is definitely one to get. It's a good play and great fun.

Tony Dillon

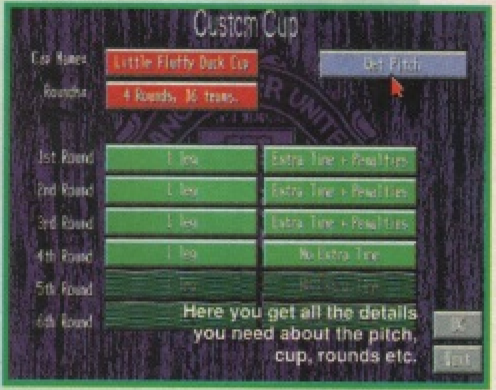
91%



Soccer Kid relaxing at home after a hard day's work battling against aliens.

MANCHESTER UNITED PREMIER LEAGUE CHAMPIONS

KRISALIS £29.99 OUT NOW



Here you get all the details you need about the pitch, cup, rounds etc.

It's hard enough trying to review this game on a whole page, let alone half a page. After all, with a name the size of *Manchester United Premier League Champions*, how can you find room to actually say anything about the game? So from now on I won't actually mention the name, I'll just get on with telling you about it.

Take your basic, run-of-the-mill top view arcade soccer game, somewhere between *Football Glory* and *Sensible Soccer*. Now add a touch of managerial flair to it, throw in every type of league, cup and fixture group you can think of, and finally a large dollop of usable, logical tactics for good measure, and you've pretty much got this game in one.

Essentially there are two parts to this game. The first is the tactical section, which I have to say is brilliant. You are presented with a little gizmo called a Tacti-Grid, which shows you the layout of your team. With this you can reposition players around the pitch as well as show them basically how to play (attacking, defensive, winger etc). Then you go into the second half of the game, which is a very playable arcade soccer setup, a la *Sensi*, and you can see how your tactics have worked. If they're failing, you can jump back out to the Tacti-Grid and try again. The nice thing about it all is that tactics really do make a difference. If you notice that your opponent always passes into the box, then you can pull the defenders back and he or she will always be foiled. Similarly, you can look for weaknesses in their defence and exploit them, and that's what makes this such a superb game.

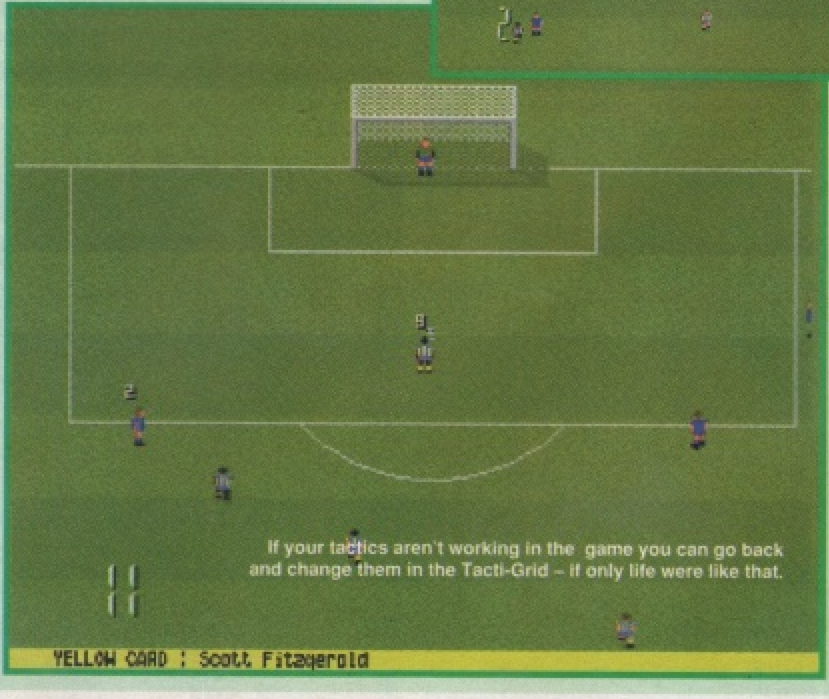


Forget the great presentation, or the dozens of photographs that appear throughout the CD version. It's the tactics and the gameplay that will make this one a clear winner.

Tony Dillon

89%





If your tactics aren't working in the game you can go back and change them in the Tacti-Grid – if only life were like that.

SCREEN SCENE

Shape up for Xmas by jiggling (ooer) about with this lot.

A CU Screen Star is for games scoring 85% - 92%. If a game gets one of these, it'll be one of lasting quality and you can rest assured that, if you decide to purchase it, you won't be wasting your money.

AMIGA SCREEN STAR

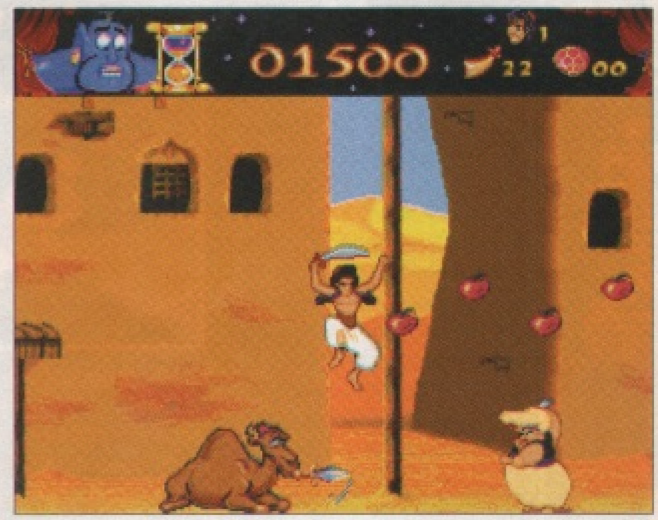
CU AMIGA SUPER STAR

93% and a game's worth a Superstar. We hardly throw them around, but if a game gets one it'll be completely outstanding

FIRST

"First impressions make lasting impressions", so with that age-old proverb (no really) in mind cast your eye over this rather sumptuous feast of forthcoming releases.





ALADDIN
VIRGIN

THE GAMEPLAY: You are Aladdin, the star of last year's Disney extravaganza, and have to travel through Arabia doing all the things that Aladdin does in a cartoon explosion of a platform game. When this was released on the Super Nintendo it was described as one of the slickest platform titles in history, with the best character animation ever seen. Disney cells were used in the construction of all the main sprites and backdrops, so the game looks just like a Disney animation!



BEHIND THE SCENES: The Amiga version of the game is being coded in-house at Virgin Interactive Entertainment, who have recently snapped up a whole host of Disney titles, including the recent smash hit *The Lion King*.

WHAT'S NEW: The most incredible character animation we've ever seen. Forget *Flashback*, and put *Prince Of Persia* back on the shelf. The movement on Aladdin is every bit as good as you would expect from a Disney character, as he leaps, swings, hacks, slashes and generally runs about.

FIRST IMPRESSIONS: Extremely good. We've played a couple of finished levels, and it looks every bit as exciting as the Super Nintendo version. The animation is so good you could spend a couple of hours just marvelling at the character moving around. It may not offer a lot of new things as far as platform games go, but the the amazing graphics should make it one to really watch out for.

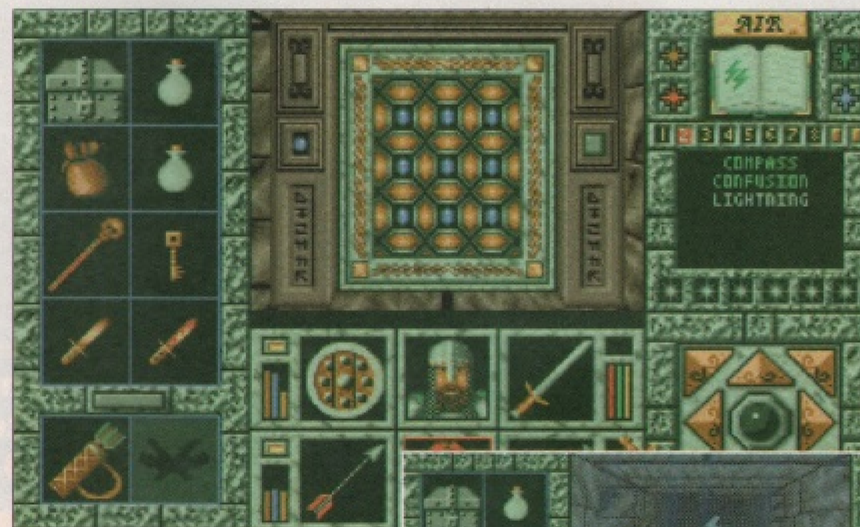




IMPRESSIONS

CRYSTAL DRAGON

BLACK LEGEND





THE GAMEPLAY: Take *Dungeon Master*, and then multiply it by a hundred. *Crystal Dragon* is a warrior's tale of death, darkness and destruction in a series of caverns and labyrinths underneath a mountain. Like *Ishar 3*, you have to guide your party through the mazes fighting off bad guys, collecting items and using them with other items and generally behaving as you would in an adventure game. The playing window is quite small on the world, as you can tell from these screenshots, to make room for the dozens of icons that allow you to do just about anything you want.

BEHIND THE SCENES: The game is being coded in house by Magnetic Fields, that lovely bunch of people responsible for turning out such gems as *Lotus 1, 2* and *3* and *Supercars 1* and *2* for Gremlin Graphics, now Gremlin Interactive. It's a bit of a departure for the once racing-mad gang, but hopefully they'll be able to bring their expertise with sprite scaling to the graphic adventure genre.

WHAT'S NEW: The on screen interaction. In some locations there are buttons and panels on the walls and floor that can be activated by clicking on them, which makes for some very interesting puzzles. For example, the first door you come to has a series of buttons which must be pressed in the right order to make the door open. All you need to do is figure which buttons need to be pressed!

FIRST IMPRESSIONS: Not bad at all. This kind of game has always been popular, and with Magnetic Fields' fine reputation for taking a standard game idea and making something spectacular out of it, there's no reason at all why this won't be one of the best yet. Look out for a full review next issue!

TACTICAL MANAGER ITALIA



BLACK LEGEND

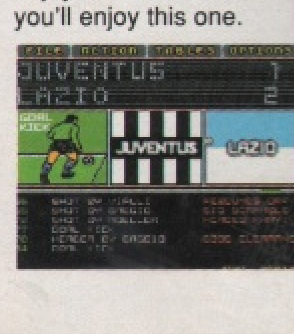
THE GAMEPLAY: *Tactical Manager Italia*, just like the original *Tactical Manager*, is a football management title where your aim is to take a team from the bottom of the lowest division, and create the ultimate line up, getting them from nothing at all to the top of the castle. You can buy and sell members of your team, of course. You can train them all, of course. You have a variety of tactics to play with, of course, and there are all the usual cups, competitions and challenges.

BEHIND THE SCENES: The whole thing has been coded and designed by Camy Maertens, the man behind the original *Tactical Manager*. This version is just one of a series of improved regional variants that he has been working on since the game came out. Incidentally, *Tactical Manager* itself has sold nearly 10,000 units so far.

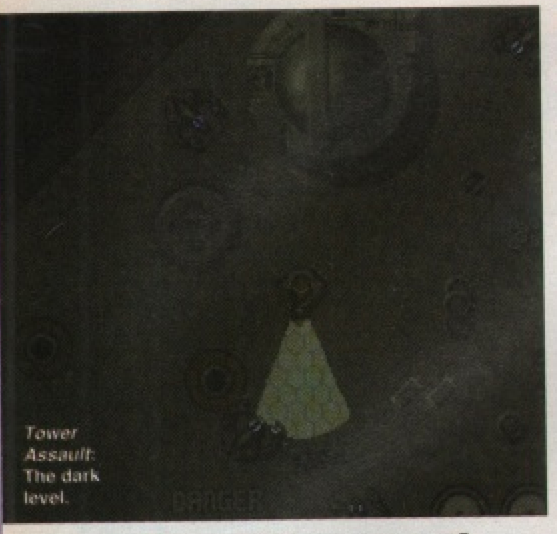


WHAT'S NEW: A fair bit. Obviously all the leagues and cups have been changed to the Italian versions. The game has been made more difficult as well, as some people found the original too easy. In the Italian league, however, you are only allowed to transfer players before the season. Camy has changed that to allow you to transfer throughout the game, as it makes for a more exciting game!

FIRST IMPRESSIONS: The English version of *Tactical Manager* was superb, as anyone who played our coverdisk demo will testify, and any improvements to that can only push it further up the ladder. We'll review *Tactical Manager Italia* soon, but until then it's a certified thing that if you enjoyed the first one, you'll enjoy this one.







Tower Assault: The dark level.

TEAM 17

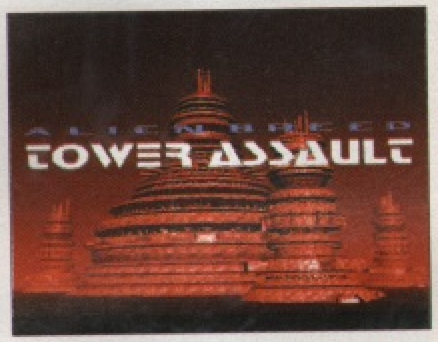
It's cold up north, so most folk spend their time indoors programming, rendering, lifting weights and drinking coffee. Alan Dykes investigates.

Team 17, often referred to by our very own Lisa Collins as East 17, are anything but a crowd of spotty East Londoners wearing baggy trousers and directing low flying aircraft to their death with ridiculous homeboy hand movements. They're a bunch of fine northern lads who only wear baggy trousers on Sundays and direct most of their hand movements towards Amiga keyboards to produce rather good software. And then there's Marcus Dyson.

Erstwhile editor of 'another' Amiga magazine and Italian car fancier, Marcus is excited. Very excited. Team 17 has afforded him the opportunity to play a wagonload of games before anyone else and he's not at all smug about it.

Marcus' day goes something like this: Early morning exercise consists of diving into the pool, *Arcade Pool* on CD32 to be precise. Two hours of this is usually enough before tackling *Tower Assault* ... spending some time ironing out their most important Christmas product. Early afternoon sees him pootling around a suspiciously familiar looking game – it's *Zelda*, ('no! don't say that, it's not *Zelda*' – claims Alan Bunker, PR man) or rather Team 17s interpretation of the game entitled *Witchwood*.

Not much later the strain of a tough day is beginning to tell; Marcus is taking out all his pent up frustration on the environmentally friendly tracks of *ATR, All Terrain Racing*, the Team's latest, and if all goes according to plan, greatest racing title. By mid afternoon he's staring wide eyed down an alley attempting not to strike



out again with an early version of the 10-pin bowling game *King Pin*.

Finally, by the time the bells of Wakefield cathedral announce that it's 5 O'clock he's prowling the streets of a strange and foreign land calling himself the *King Of Thieves* and trying not to think of how another super day in the office is going to end soon – but not yet. While the rest of us are going home to hot dinners and *Brookside* the lads at Team 17 lock up the doors, close the shutters, turn out the lights and play secret games that won't be announced until next year. And you wonder why he's left magazines to work for them?

A DIFFERENT BREED

Team 17's release line-up is pretty hectic during this winter and next spring. They've just launched *Super Stardust* (reviewed this issue) and are planning a spectacular multimedia launch of *Tower Assault* for October/November. For those in the know this is not actually *Alien Breed 2 part 2* or *Alien Breed 2 Tower Assault* or anything with a *2* in it as most other magazines have reported. It's simply *Alien Breed* (for that is the name of the series) *Tower Assault*



Witchwood, and below right some of the game's sprites.

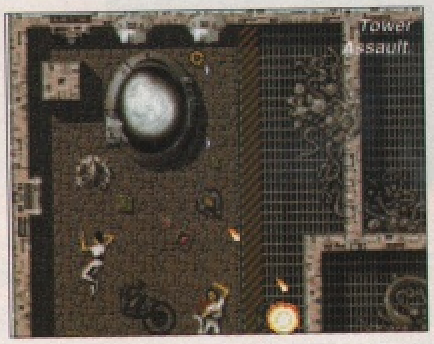
(that being the name of this particular instalment). But what's so special about it? Isn't this just a cynical re-hash of the old games, purely for profit?

Marcus Dyson: "The first Alien Breed had a lot of atmosphere, the second one was an all out blast and, I think, lost some of that atmospheric feel". What was initially just going to be a re-mix [of the first two games] has taken on a life of its own, becoming a totally new game."

But what makes this one so special? "The new features, the dark levels and particularly the multiple exits." The previous games were good, but they were very predictable, very straightforward. When you finished one level you knew which level would come up next."

These features are distinctly new to *Tower Assault*. The dark levels involve your players moving around, unsurprisingly, in the dark, using torches to seek out objects where the only other lights visible are the cold luminous blue eyes of the Breed. The retreat feature allows you to move backwards while firing and the multiple exits, as opposed to the linear design of the first two games in the series, allow you to finish *Tower Assault* in over 270 ways.

The whole game has been overhauled graphically to add even more atmosphere than the first two. Apart from the dark levels minor touches like dead bodies lying around in pools of blood make the game more gruesome than ever and this has resulted in *Tower Assault* getting a 15 certificate under the new ELSPA software rating guidelines. According



Tower Assault.

to Alan Bunker, although this rating is purely at software houses' discretion in the UK, it is a legal requirement in Germany where they are much more sensitive about violent images.

The other spectacular feature of the game is going to be an incredible animated mini movie. On the CD32 version this will include over ten minutes of *Lightwave* rendered footage including an intro, some inter-scene cuts and, for those who eventually



succeed in destroying the tower a three to four minute end sequence which will make it all worth while.

The CD32 version will also include *Alien Breed 2*, which has not been previously released on this format. Amiga versions will cost £19.99 and CD32 disks £29.99. Both should be out between the end of October and mid November so we hope to have a review next month.

NEW YEAR

Between Christmas and Easter of next year Team 17 intend to launch three more full price products and the next in their range of 'Arcade' software. Late January should see the release of *All Terrain Racing*, a product that's been a while in the making, but looks like being well worth it.

ATR is a one or two player overland racing game with an oblique overhead view. The cars (of which there are a choice of three) are big, there are 36 circuits and the terrain includes forests, islands and an 'industrial' scenario. Power ups can be collected, cars bumped off the road and sneaky shortcuts taken. The work in progress version I played was impressively fast too.

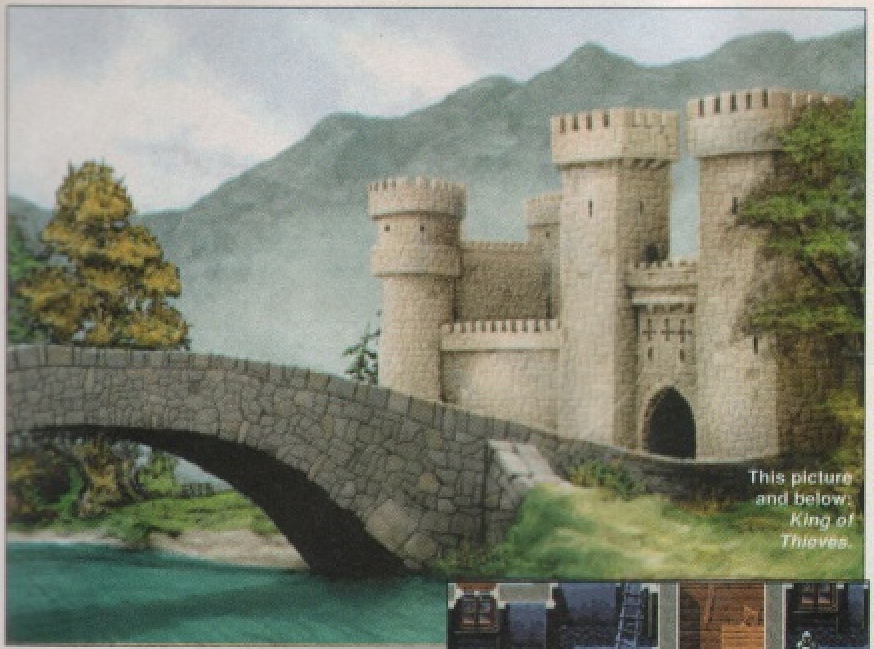
They are also very excited about *King Of Thieves* which has evolved from being very arcade-ish to incorporating a high strategy element. Essentially it's intended to be like *Risk* on Amiga, the main task being to conquer all of Britain using deceit, skulduggery and hand to hand combat. The graphics are quite detailed and adventure orientated as opposed to cartoon/arcade orientated, see the screenshots for examples.

I was very naughty mentioning *Zelda* earlier on. *Witchwood* is clearly not *Zelda*, after all it has a different name and, er, different graphics.

It has a massive scrolling map, rather like *The Chaos Engine* or *Dragonstone*, but not quite like them, because there's much more nipping



All Terrain Racing.



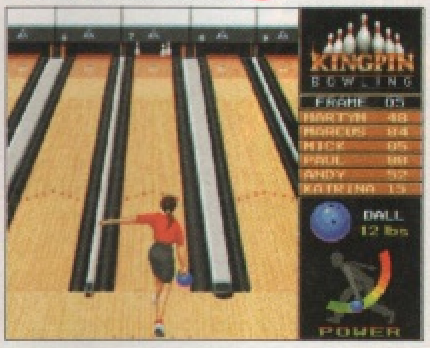
This picture and below: *King of Thieves*.



into cottages for tea and the like. Make no mistake, this is not intended to be an Arcade shoot 'em up, it's a graphic adventure through and through, with speech bubbles and character interaction, even though it doesn't look quite like what we're used to.

With *King Pin*, the latest in the 'Arcade' series, and a follow on from *Pool*, due out early in the new year (it should have been out sooner but suffered programming setbacks), Team 17 are fully committed to the Amiga in the early part of 1995. But what of next Christmas? Marcus Dyson: "I think we already know that we will have an incredibly good Amiga product for next Christmas. Beyond that we have other developments, but that's all I can say at the moment". Go on, tell us more! "No!". Bribery wouldn't work either. CU



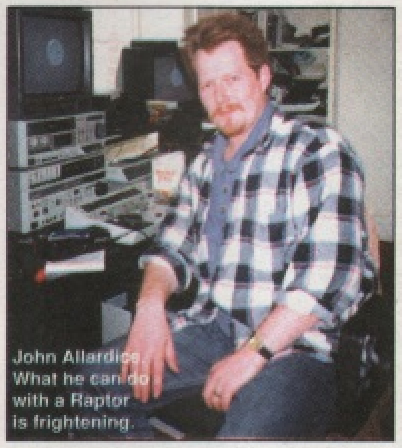


IN TOTAL RAPTOR

Have you ever seen a grown man cry at the sight of a piece of computer kit? Well, Team 17 have a Raptor, a nice American black box that makes rendering faster and easier than making toast. Which is quite apt because it was designed to speed up the work of those using the VideoToaster.

And Andy Leaning cried. He cried because it was extremely expensive and he is never likely to own one. He cried when John Allardice, Team 17's rendermeister showed him the intro to *Tower Assault* which has used Lightwave combined with the Raptor to produce over ten minutes of incredible action and he cried when he realised it had the processing power of about 30 A4000 040s.

The Raptor combined with *Lightwave* and an A4000 was chosen by Team 17 instead of Silicon Graphics machines and it looks as though more companies might soon be making the same decision. OK, it's stupidly expensive (we're talking five figure sums here) but well worth it; overnight rendering has been cut down to hours while hours rendering have been cut down to minutes. Andy will no doubt be raving about it in the next couple of issues, so I'd better not say any more.



John Allardice. What he can do with a Raptor is frightening.





Impressions look like they're on a roll, or so Tony Dillon thinks as he takes a first look at their new feud simulation.

LORDS OF THE REALM

For many years Impressions has laboured to come up with the perfect strategy game. The brief is clear; it has to be detailed and complex enough to appeal to the armies of wargamers out there. Those who want to control everything from the movement of a group of tanks to the number of times Private Winchester picks his nose on nightwatch. Yet it has to be logical and accessible enough to appeal to the wider audience, avoiding large screens of text as much as possible.

NOW SEE THIS

Detroit bore the fruit of many years experimentation and its simple graphic interface worked perfectly – the amount of control you were given was just right. Impressions had got the formula right at last. Turning towards traditional adventure fare once again, designers David Lester and Chris Foster have been working day and night on their next release, which looks like it could be a bit of a stonker.

It's already been a huge success on the PC, so I can describe the game in present tense quite easily. Take a map of England and divide it up into a dozen territories, just like *Defender Of The Crown*. Now set a number of computer and human players onto the map, and give them a territory each. The aim is to pillage and conquer until the entire map is under your control. This you do by raising armies, sieging castles, going to war and engaging in more mundane tasks like crop rotation. So it's fairly similar to the age old *Defender Of The Crown*, but the plot is where the similarity ends.

For a start, the game is considerably more complicated than that. For example, let's take a look at farming:

You have to do everything that farming entails, from simple things like paying the workforce to more complex things like crop rotation and stock control.

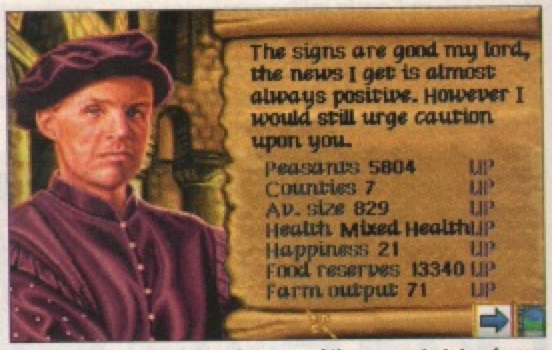
You also need to be very careful about which crops you grow, as the only real way to generate wealth in the game is by trading in crops. Your workforce and populace need to be looked after carefully and paid well or when the time comes for war and you need to raise an army, they won't come to you with open arms.

SMOKIN'!

Once you reach the combat stage of the game, everything changes. All battles will be played out in real time, with the player acting as a general at war, guiding the troops but not actually entering the battle themselves. One of the nicest things about the game is that it includes the world's first siege simulation, where you can siege another castle for months at a time, trying to smoke out the current residents.

The Amiga version of the game should be more or less identical to the PC version if programmer Tony Hosier has his way. No stranger to Amiga conversions, Tony is the man responsible for *Tornado* and *Detroit*, to name but two, and is confident that the A1200 version will be virtually the same as the 256 colour PC version, bar some of the larger animations. These won't be included simply because of the number of disks they will take up. The intro animation on the PC version is over a 1Mb, and somehow it just doesn't seem worth putting another two disks in the box so that you have something to click through.

The game is almost complete at the moment, and I have to say that it looks like a hell of a lot of fun to play. This could be the perfect follow up to *Detroit*. *Lords Of The Realm* will be released Mid November, on all Amigas, for the reasonable price of £34.99, and we'll have a full review next issue so watch this space.



Here's a handy list informing you of the current state of your affairs – glad to see happiness is up.

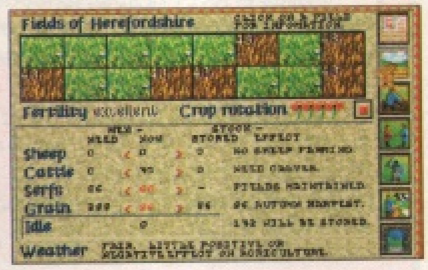


An Englishman's home is his castle and you couldn't have picked a better one in this game.



The plot so far ... take a map of England and divide up into dozen territories.









PUTTY SQUAD
"Putty Squad......
is Bloody
Brilliant"
90% The One August '94
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SYSTEM 3

PREMIER MANAGER 3



Gremlin have been working secretly on yet another football management title. Tony Dillon wonders whether this game will outshine the rest.







Gremlin's programmers almost got it right with the original *Premier Manager* – but to clear any outstanding business up they asked the public what else they wanted. The result was a management title with more options and which allowed you to do much more than any other management game ever had: *Premier Manager 2.*

Not one to rest on these laurels Gremlin Interactive's (as they are now known) top football geezers have gone back to the drawing board and asked Joe public once again to come up with even more ideas to add to the formula. The result, *Premier Manager 3*, is almost ready.

FANCY FOOTWORK

At the time of writing, the game is about a month from completion, and is already quite playable. Sitting down with Gremlin PR man Steve McKevitt for an afternoon, we took a good look at the new features added to the system, and I have to admit that the game looks superb. Most of the original *Premier Manager 2* system is still in there, but they've added a hell of a lot to the game, particularly in the tactics section, which has now been rewritten beyond recognition.

All the players now have extended statistics, giving you a far more informed choice over who to place in your team, even down to the foot they kick best with so that you know which side of the pitch to place them. Keeping with current trends, though, you can also decide where the players will actually play on the pitch at any given point in the game, giving you complete control over how the game progresses.

To do this, the pitch is broken up into 12 zones, and you can define the layout of your players when the ball is in each zone. This way, if you want all the players to rush up the left wing in single file when the ball is in the opponent's goalmouth (you never know, you might want to!), you can.

All this extra tactical palaver means a lot more work for the player however, and not everyone wants to perform all the options before a match. After all, it's hard enough figuring out where your striker should run from without worrying about negotiating player salaries or booking advertising. With that in mind, Gremlin have come up with a football management first – you can hire a deputy manager.

Traditionally soccer management titles let you hire scouts and trainers, but for the first time ever you can take someone on, and then let them do part of your job.

Obviously there are dozens of applicants, and the characteristics of each decide who is going to be able to do what. A particularly stupid deputy should only be allowed to book the stand advertising, whereas a bright one can handle just about anything.



SHOCK TACTICS

The only other major graphic difference is the way the match is displayed. The pitch is viewed isometrically, and as the minutes tick by the positions of the players on the field are displayed. This should give you some idea of where the weak spots in your game are, and allow you to tailor your team to the point where you are more or less invincible, apparently. However, life never works out that easily, so be prepared for some shocks.

Premier Manager 3 will be released at the end of next month, and we'll have a full review next issue. CU



DREAMWEB

AMIGA SCREEN STAR

Dreamweb – Empire's adult adventure has been whipping up a storm of controversy with tales of sex, drugs and violence. Lisa Collins is used to that sort of thing so ...





A man thinks he is slowly going insane. He starts to keep a diary, noting down all the strange things that are beginning to happen to him while he sleeps. Sex with strangers, murder, dodgy dealings and evil forces abound, his rantings become more and more erratic as he is sucked further into the Dreamweb. This disturbing tome is the key to getting into *Dreamweb* – Empire's first adult adventure.

The Dreamweb, a sort of collective consciousness made up of good and evil, controls a city that's set in a sort of future world. Unfortunately, evil is gaining the upper hand and has taken control of seven people. The keepers of the Dreamweb have decided to fight back and have chosen you – Ryan – to kill these seven baddies and hence restore the natural equilibrium.

And so the scene is set for a rather good adventure. You control Ryan and must guide him through this top-view game, picking off the seven evil ones and executing them in (and this is essential) the right order – going back to the keeper after each execution to find out who to track down next. Sounds simple enough, but it isn't. You have to logically work your way through the game, by hunting around and visiting various locations, to gather all the information and items that you need. Just to complicate things even further there is a network which you can log into once you've found the password and the right cartridge, to glean various bits of extra information that will help you through the game.

GOOD GAMEPLAY

A lot of time has been spent on the gameplay and it shows; *Dreamweb* is very easy to get into. The point and click interface means that all you have to do is drag the pointer over to the item you wish to examine and you can then decide to either use it now or stash it away in your inventory for a later stage. All of the various locations in the game host a plethora of items which have been lovingly crafted with intricate detail, right down to a fridge which is stocked up with orange juice, milk and butter. Not all the items are necessary, but then again that's the fun of the game – finding out exactly what you need.

Dreamweb is linear which means it will not let you progress unless you have all the information or items you need. A message like: 'Maybe I've forgotten something' will flash up and send you scurrying back to where you came from to make sure you have everything. There is also a lot of humour dotted throughout the game. For example, there is some interesting interaction with dodgy looking types in bars who tell you to shove off (or words a bit less polite than that), if you are bothering them.

TINY SPRITES

The graphics in *Dreamweb* are good and contribute to the dark, moody and atmospheric feel of the game. However, the actual window that the game is played in only takes up a minute portion of the screen so the sprites and items themselves are unnecessarily tiny. Thankfully there is a zoom option but the game would have been much more enjoyable (but no doubt slower) had this window been bigger.



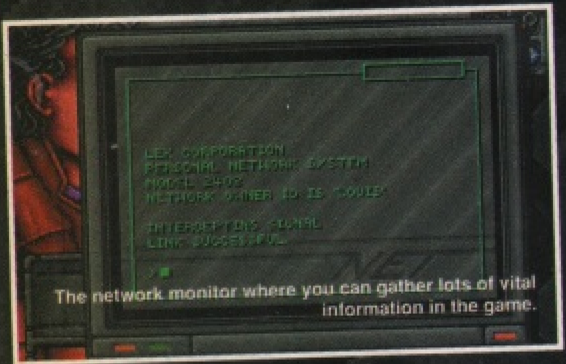
Oh my God, they've nicked my best trainers.

SEX, DRUGS AND MURDER

In all *Dreamweb* is a very enjoyable graphic adventure. It has been rated 18 due to its 'adult' nature though. However, the infamous sex scene involving the rock star David Crane (one of the evil ones) having it off with a groupie is merely laughable because the sprites are so tiny you can hardly tell what sex they are, let alone see any action. Another reason for the 18 rating is due to the graphic nature of the killings. One of the 'victims' is seen dragging her entrails along the ground pleading for her life. Perhaps this is the most chilling aspect of *Dreamweb* – it all seems so very realistic. Some might argue that there is a slight difference between blasting away mindlessly at cartoon mutants in a shoot 'em up and actually premeditating and carrying out serial executions!

However, whatever your moral stance, if all you are interested in is a good involving graphic adventure, and you are over 18 *Dreamweb* is the game for you. CU





The network monitor where you can gather lots of vital information in the game.



Dreamweb will only let you travel to the various locations if you have all the right information.



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RELEASE DATE:	OUT NOW
GENRE:	GRAPHIC ADVENTURE
TEAM:	CREATIVE REALITY
CONTROLS:	MOUSE
NUMBER OF DISKS:	5
NUMBER OF PLAYERS:	1
HARD DISK INSTALLABLE:	YES
MEMORY:	1Mb

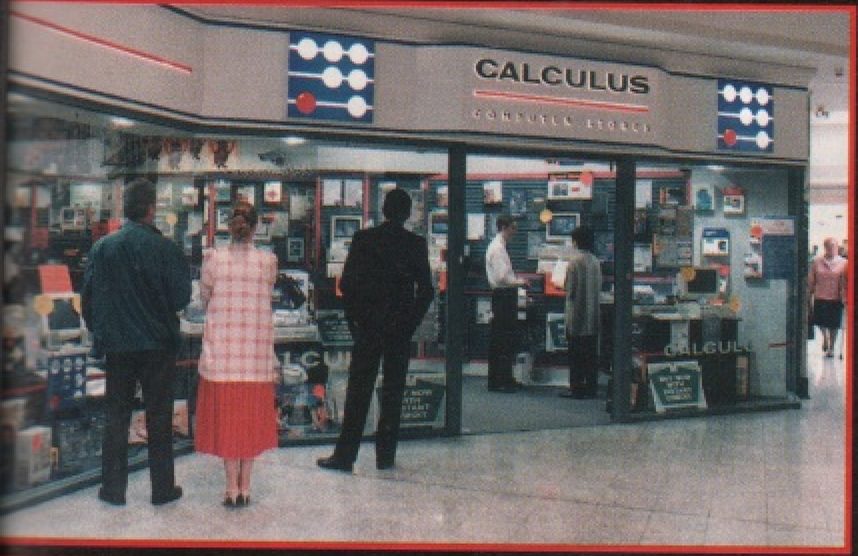
GRAPHICS	75%
SOUND	70%
LASTABILITY	78%
PLAYABILITY	90%

A good brain teaser but too violent for some.

OVERALL 86%

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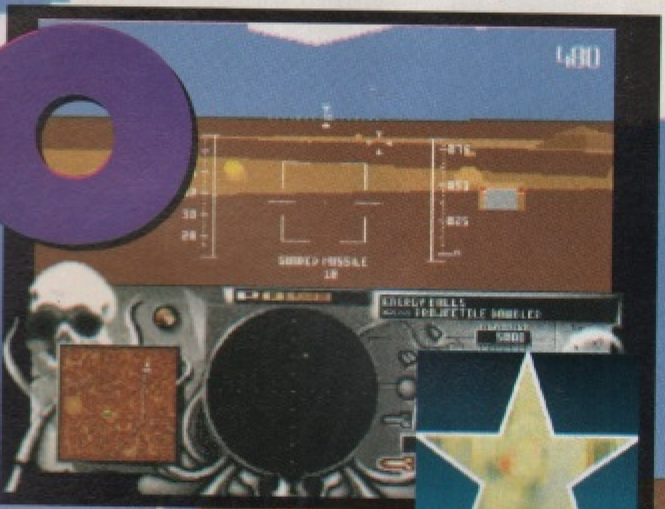
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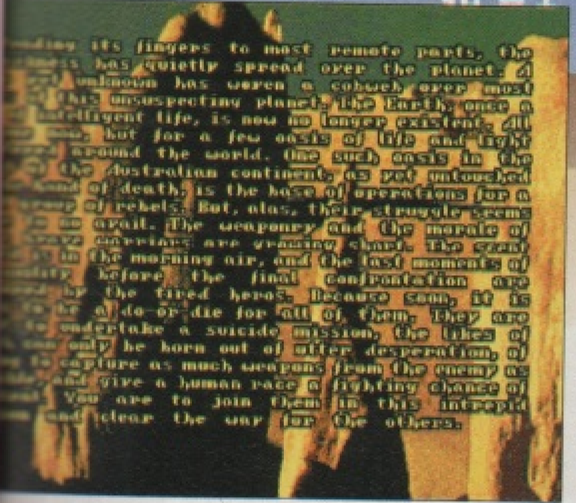
1 / CU / 94

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EMBRYO

The world's simplest flight sim? Or the world's most convincing shoot 'em up? Tony Dillon can't decide, but then that's nothing new.





Croteam are a brand new part of Black Legend, and *Embryo* is their second release (after the superb *Football Glory*, as seen on our coverdisk this month alongside the review on page 66).

Embryo is a strange game to place. It's perhaps best to look at it as a very simple, mouse-controlled flight simulator. You are dropped in a warzone in an unusual craft that can fly at very high speeds, is amazingly manoeuvrable, can fly backwards and hover, and just about anything else you could want a combat aircraft to do. On board this mystery hi-tech vehicle are all the weapons you could ever use, ranging from central and side-mounted cannons, guided and unguided missiles and an interesting one that goes by the name of energy balls and fires what I can only describe as 'blobs' at the enemy. They might look silly, but believe you me they can do a lot of damage.

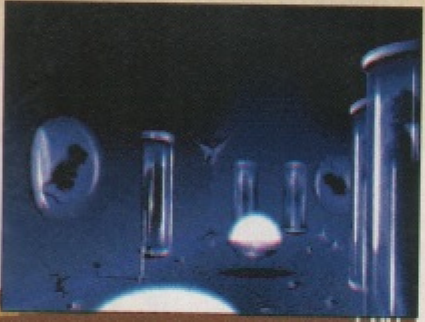
The reason for all this hardware is very simple. Your green and pleasant land has been taken over by an invading force and you are the only one with the skills to go in alone and take out every last unit of enemy infantry. To aid you in your quest is a map, which shows you the main enemy base in the current mission area, and a radar which alerts you if you're having the stuffing shot out of you by an airborne assailant or one on terra firma, and whereabouts in the surrounding area you'll find them.

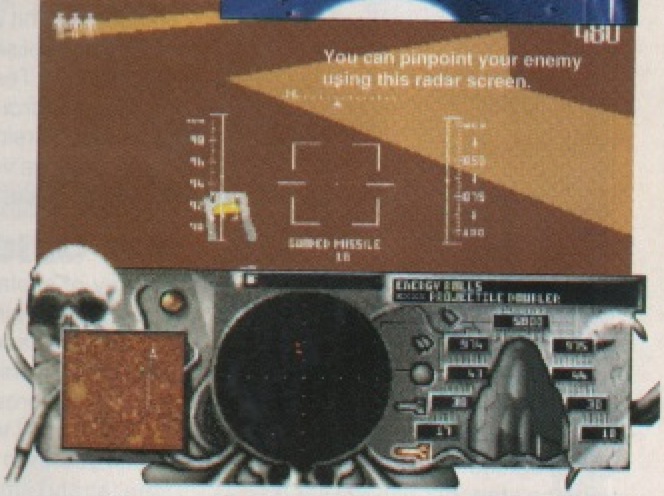
PLAYABLE?

Each mission is more or less the same. At the start you are shown a very attractive photograph of the area you're going into, and a text description of the kind of thing to look out for as you're out there wreaking havoc. Click past that, and you go into the main game itself, already airborne (for some reason, it's impossible for your craft to touch the ground, so landing and taking off are all done behind the scenes) and from this point on, you have to find as much as possible to kill, and kill it!

The game is very playable indeed. Although you have the choice of playing with mouse, keys or joystick, the game actually works best using the mouse, with a similar control method to Core's *Thunderhawk*. Moving the mouse left or right banks the plane, while forward and back 'yaw' the craft – moving its nose up and down. Clicking the right mouse button selects a weapon, and clicking the left fires it. If you hold down the right mouse button, then slide the mouse forward or back the motion sets the throttle.

Such an intuitive control method means that you can concentrate on playing what gets to be a very hectic and tricky game, without worrying about dodgy joysticks.



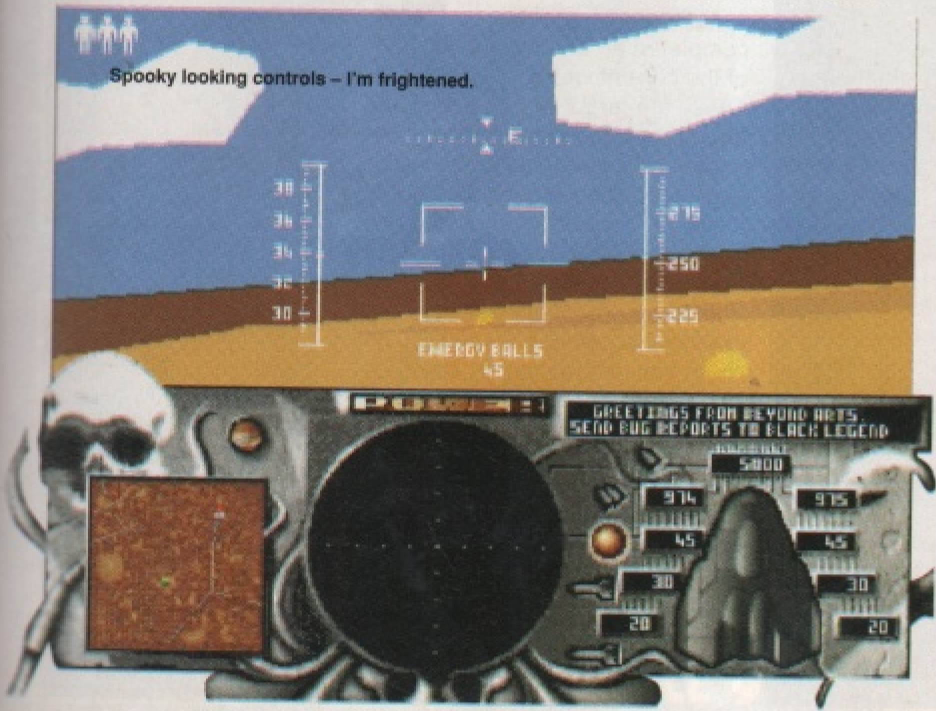

You can pinpoint your enemy using this radar screen.

GRAPHICS

The game graphics are fairly basic as far as polygons go, but this is only because Croteam have concentrated on getting the game speed right, rather than making the mountains look pretty. And believe me it does run fast. With a full 50 Hertz update on an A1200 and pretty close to that on an A500, the game is very smooth indeed, and to my mind this makes the game look a lot better than a more complicated polygon arrangement would.

Embryo is quite a hard game to classify, as you could draw comparisons with everything from *Guardian* to *Combat Air Patrol*.

If you want a fast 3D shoot 'em up, a little dogfighting or just the thrill of strafing an airfield at low altitude while dodging tons of incoming fire, then this is the game for you, playmates.



Spooky looking controls – I'm frightened.

CU AMIGA SCREEN STAR

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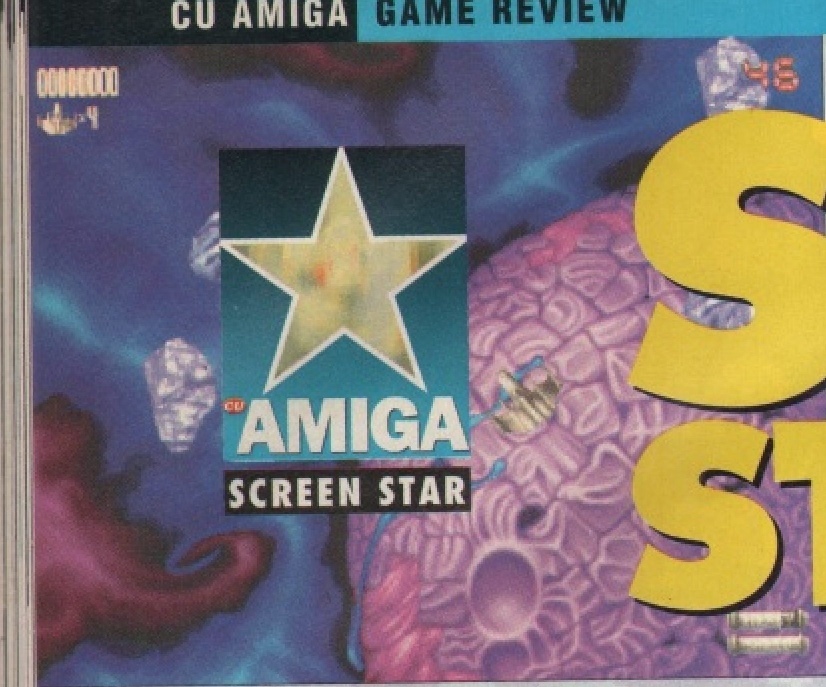
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GENRE:	SHOOT EM UP
TEAM:	CROTEAM
CONTROLS:	MSE,JOY, KEYPAD
NUMBER OF DISKS:	5
NUMBER OF PLAYERS:	1
HARD DISK INSTALLABLE:	YES
MEMORY:	1Mb

GRAPHICS	87%
SOUND	84%
LASTABILITY	85%
PLAYABILITY	90%

"Fast paced, exciting arcade flight sim."

OVERALL 88%



SUPER STARDUST

Bloodhouse have been promising this for quite some time, and Tony Dillon never lets anyone break a promise.



Stardust was nothing more than *Asteroids* for the Nineties. This is something that was accepted from the start, but nobody seemed to mind at all. There were no cries for more up-to-date gameplay, more originality or anything else that could be deemed to be negative. The magazines lapped it up, and so did the public: Bloodhouse found themselves with a major hit on their hands. So, changing publishers from Daze Marketing to Team 17, work began on *Super Stardust*, an AGA expanded version of the original game, and we've been waiting hungrily ever since.

THE ORIGINAL

By way of explanation here's a quick recap: the original game had you flying a solo spaceship, armed with a rudimentary shield and laser cannon, flying through an asteroid belt chock-a-block with huge rocks, which you then have to blast into smaller and smaller fragments until they disappear. This is done against the clock, and bearing in mind that every time you shoot a rock it splits into two, you end up with a hell of a lot of small rocks floating around, all of which need to be avoided if you want to stay in one piece.


Hmm ... which bit of the galaxy do I want to save today?

So far it sounds like nothing more than *Asteroids*, but then that's because I haven't told you about any of the bonus parts of the game. For a start, there are barrel loads of enemy craft that visit you on various levels, such as the flame thrower – a round disc-like craft that follows you around the screen blowing streams of fire in your direction, or the Predator, an unusual cloaked ship, that causes a ripple in the backdrop as it moves around before it appears and starts firing homing missiles at you. Hardest of all, though, are the end of world enemy ships that appear when you have completed all six levels of the current world. These are larger than any other ships in the game and as you might expect, are far harder to kill.

Another new addition to the *Asteroids* format are the bonus objects that appear when you destroy certain rocks. These can be anything from an extra life or a shield bonus up to smart bombs and a strange spiralling explosion that takes out everything within a quarter of a screen radius.


The graphics are perhaps the biggest selling point of *Super Stardust*. Just look at those beautiful Lightwave-rendered images.

THE BUSINESS

The best part of all, however, and the one thing that most A1200 owners (including Tony Horgan) have been waiting for is the tunnel section. This takes the part of a warp gate between worlds, and

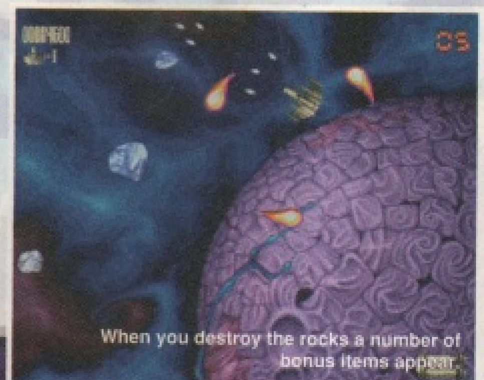




looks like a large bitmap tunnel with your craft viewed from behind (third person) flying forward at an incredible speed while trying to avoid other asteroids and attacking ships. In the original *Stardust* this effect was incredible, on the AGA update it's one of the most impressive pieces of game programming ever. You can see from the screenshots on this page just how impressive it looks when it's still, and you really can't imagine how amazing it looks when it's moving at a speed of knots.

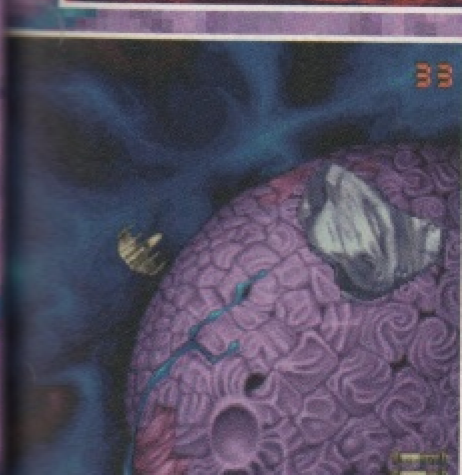
The biggest selling point of the whole game has to be the graphics. The original *Stardust* impressed everyone from the point of view that all the asteroids had been rendered with full light sourcing, but that can't prepare anyone for the sight of *Lightwave*-rendered asteroids the size of half the screen rolling around. It all looks fabulous, to say the least.

Thankfully, the gameplay matches up. Somewhat faster and smoother than the original *Stardust*, this is the kind of game you can pick up in a moment, and then get hooked in the next. A solid game from start to finish, *Super Stardust* has the kind of sheen that not many games ever get close to, and if you're an AGA machine owner, you'd be insane to miss it.


When you destroy the rocks a number of bonus items appear.



Here's just one example of the superb tunnelly bits that we've all been waiting for.





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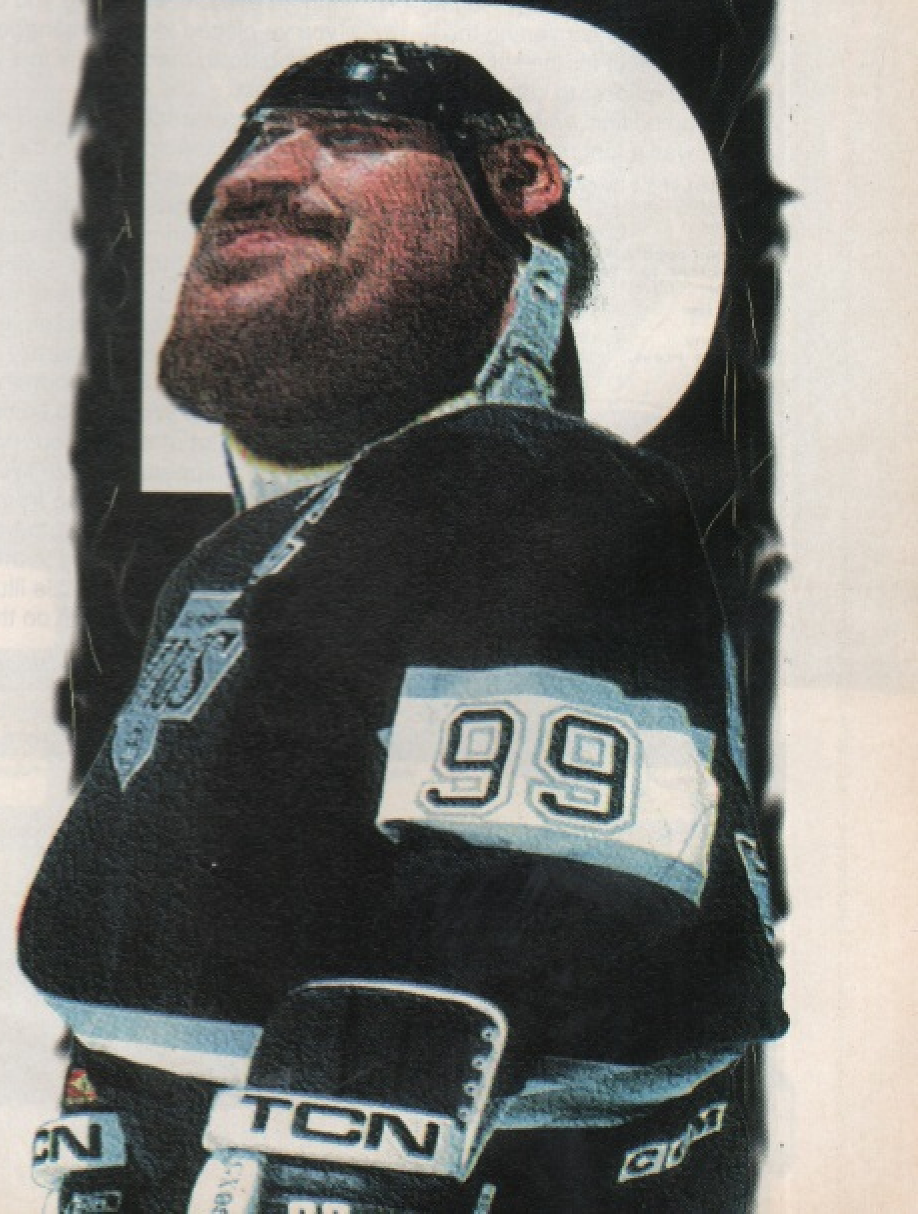
RELEASE DATE:	OUT NOW
GENRE:	SHOOT EM UP
TEAM:	BLOODHOUSE
CONTROLS:	JOYSTICK
NUMBER OF DISKS:	3
NUMBER OF PLAYERS:	1
HARD DISK INSTALLABLE:	YES
MEMORY:	1Mb

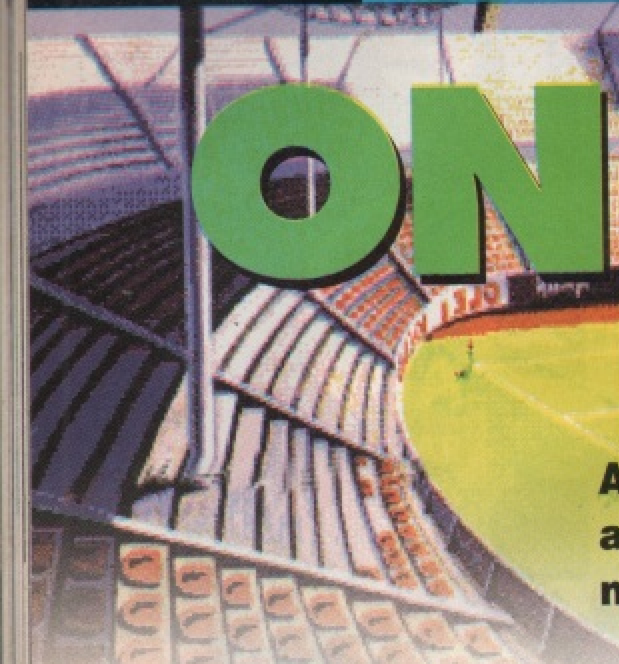
GRAPHICS	96%
SOUND	89%
LASTABILITY	92%
PLAYABILITY	90%

'A stunning feat of programming, and a masterpiece of a game.'

OVERALL 91%

there's BA





ON THE BALL
LEAGUE EDITION

Ascon have finally got around to producing a league version of their superb management title. Tony Dillon says, "Danke".

Some of you may have noticed that the World Cup edition of this mighty football management game made it onto the shelves long before the original was ready. The same people might also notice that this version of the game isn't as advanced, user friendly or attractive as the previously-released edition. The few of you who take the time to think about this will probably find it all a little strange that the original was released after the sequel.

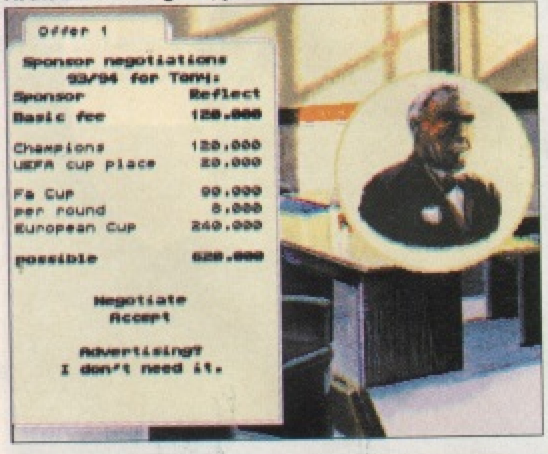
There is a reason for all of this, and it isn't just because the programming team are German. Well, actually it is. *Anstoss*, as it was originally titled, has been available in Germany for quite some time, and the German football league is set up quite differently to the UK league. When it came to converting the German product for the UK, it was far easier and quicker to convert the World Cup edition, where all that was needed was a language change, than it was to completely restructure the game. There you have it.

BACKGROUND

On The Ball is a football management simulation, where you have to take a Premier Division team and help them rise through the ranks, hopefully beyond National football and out into the European cups and the Cup Winner's Cup. You start at the beginning of the season, and have to select the right team, give them the right training and tactics and hopefully all will work out well. You have limited control over the finances of the club, improving the stadium to increase capacity, negotiating with advertisers and team members and generally keeping an eye on everything you can. If you've played football management titles before, then you'll know what to expect.

The presentation on *On The Ball* is slick. All the screens in the game were originally watercolour illustrations, scanned in and retouched on the Amiga, giving a wonderful overall feel to the game. Character has been used liberally, but not quite as liberally as the World Cup edition. A lot of the humour that appeared in the WC version is missing from this one – possibly the most amusing thing in the game is the little illustration of the ball on the tactic screen that shows you how hard or soft you are going to play.

At the start of the game, you are offered a job contract.

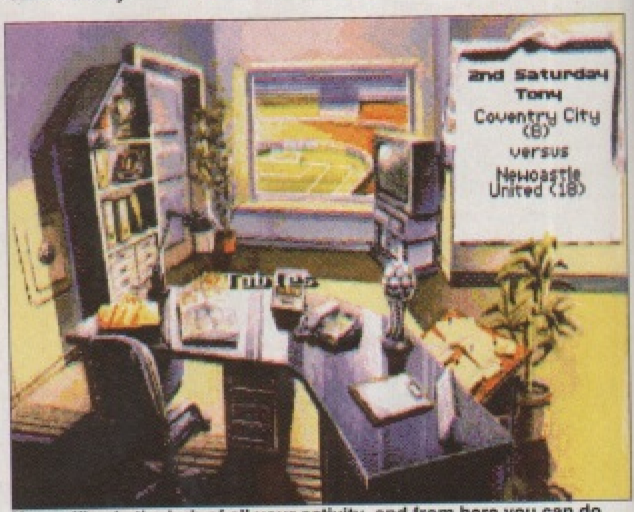


MATCHING UP

The match is possibly the best part of the whole presentation however. You are shown a clock ticking away the time, as always, but whenever something of interest happens, the screen cuts to a watercolour animation of the happening, which can be anything from a foul to a close shave at the goalmouth. There are about forty minutes worth of these animation on the three disks, and they do work well when it comes to creating a little tension in the closing minutes.

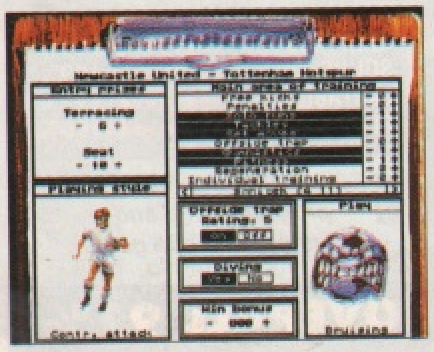
On The Ball is a competent enough management title, with more than enough in the way of statistics and options to keep the most ardent playing for weeks, but I can't help but feel a little let down by it all. This is a perfect frame for a management title, but all of the gloss and shine of the World Cup edition just isn't there. You have very limited training and tactical abilities, you do end up seeing the same few screens over and over as you work through the league, and even the 'events' that can pop up after matches (little news items that bring either good or bad luck to the team) fail to stimulate after a while. Sadly, *On The Ball* is let down by the fact that the sequel was so much better. CU





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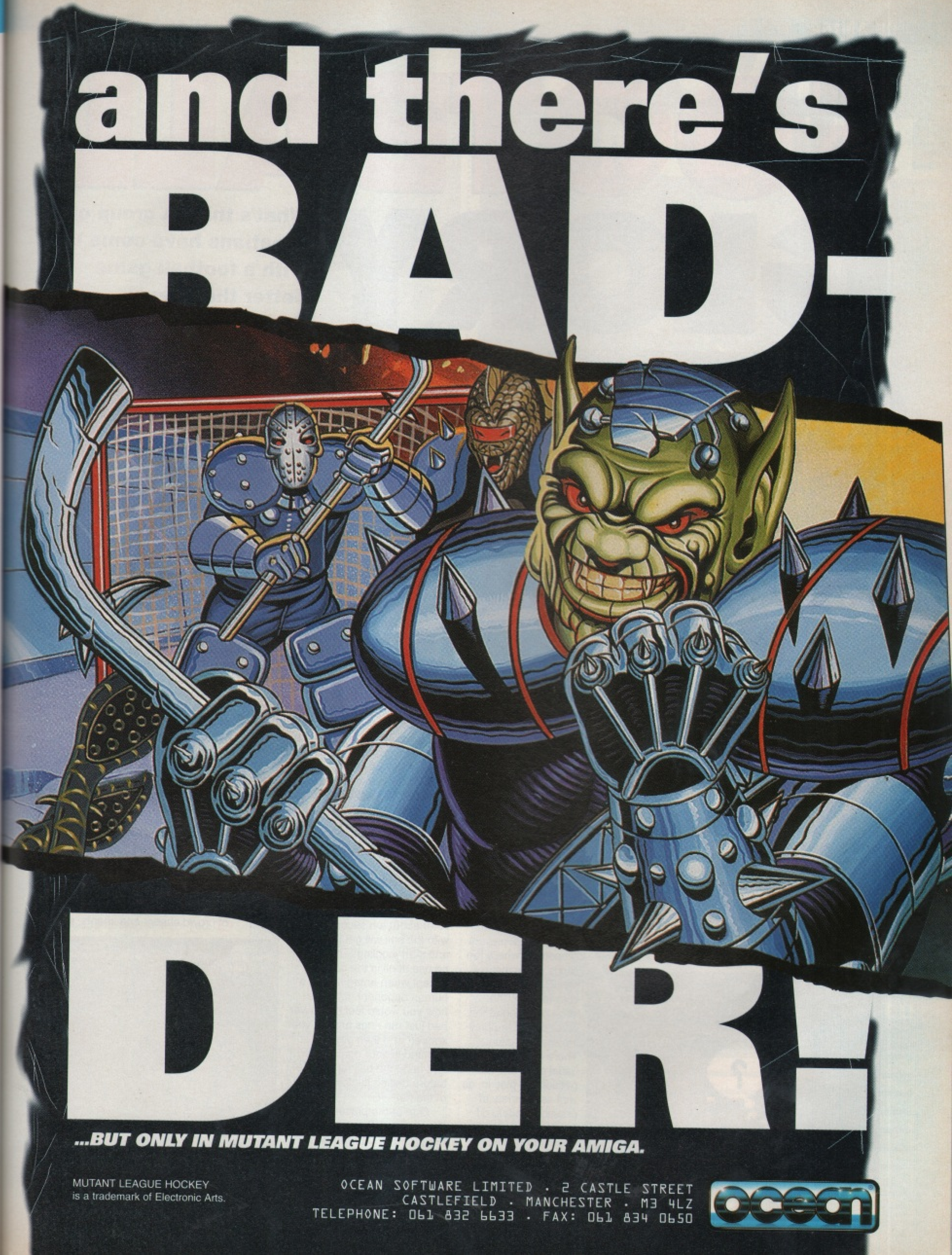
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RELEASE DATE:	OUT NOW
GENRE:	SOCCER MANAGEMENT
TEAM:	IN HOUSE
CONTROLS:	MOUSE
NUMBER OF DISKS:	3
NUMBER OF PLAYERS:	4
HARD DISK INSTALLABLE:	YES
MEMORY:	1Mb

GRAPHICS	83%
SOUND	80%
LASTABILITY	78%
PLAYABILITY	75%

Good management title, but lacking the gloss of the sequel.

OVERALL 78%


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FOOTBALL GLORY

What's this? A group of Croatians have come up with a football game better than Sensi Soccer? Dillon thinks so.

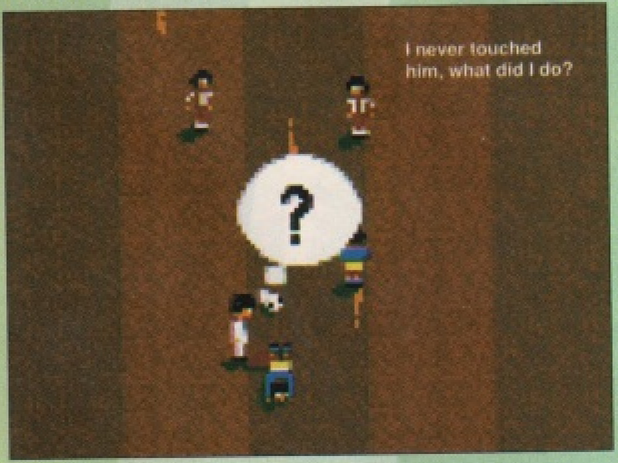


It's an inevitable fact of writing for a computer magazine that all the same old comparisons and benchmarks keep coming up. Take football games for example. Every single arcade soccer game that comes into the office has to be scrutinized and carefully checked to see how it compares to *Sensible Software*'s effort, simply because it's guaranteed that the first question you'll be asked on the game is how it stands up. *Sensible Soccer* has been an unbeaten benchmark for far too long however and Black Legend's new Croatian arm Croteam seem to agree. *Football Glory* may not have the greatest title ever, but believe you me that's the only bad point in the game.

If you've already played our exclusive coverdemo, then there's really no need for me to try and tell you how good this game actually is. In the same way that *Sensible* took as many good elements from *Kick Off 2* as they could, and then built their own ideas on top, Croteam have picked *Sensi Soccer* to bits and then added just about every new feature it's possible to add, from a whole host of new animations and moves to an incredibly comprehensive control system.

THE BARE BONES

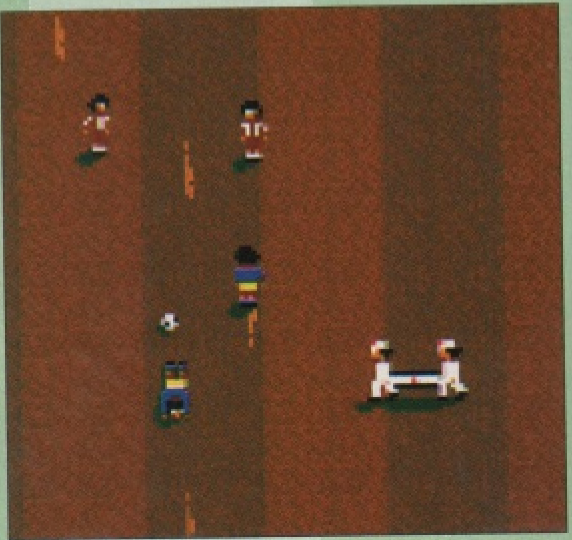
On a very basic level, it's your standard top view soccer game, where two people take control of 22 players in a 90-minute competition where the aim is to get the small round thing at your feet into the large net thing at the other end of the playing area, or pitch. There are all the usual cups and competitions to play in, as well as a variety of practice modes, different pitches to play on, different weather conditions to play in, differently skilled players and all the other usual options found in these games.



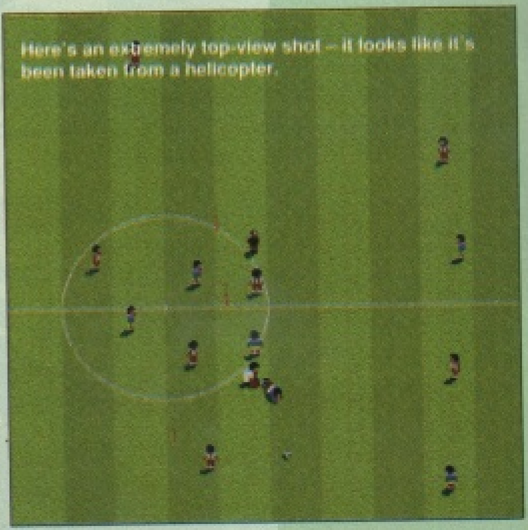
Playing the game is as easy as it could be for the beginner. That isn't to say you stand the slightest chance of winning against the computer if you just pick up the joystick and start running. Croteam have taken a long, hard look at all the things players actually do when playing football, and have included just about everything possible. Naturally it goes without saying that all the usual sliding tackles, bicycle kicks and diving headers are in there, but the amount of new moves put in is quite incredible. For example, if a player slides you, a simple twitch of the joystick will roll the ball around the tackle, and then get the player under your control to jump over the player sliding toward them. Of course, this isn't a very easy move to pull off, as you really don't have a lot of time to do quite a complicated joystick manoeuvre, but then how much time would you have in real life.

There are a lot of flash moves added to the game as well, such as ball juggling. If you want to see this in action, boot the coverdisk, select a one-player game, and leave the joystick alone when the whistle goes. After about ten seconds the player with the ball will get bored and start juggling. This is of no use at all in the game, except when antagonising a human opponent. Imagine how you would feel if a player had just run rings around your keeper, and then proceeded to stand in your goalmouth and head the ball for a while before belting it into the back of the net!

One of the places where the game really excels is in the graphics department. There are dozens of little animations for the tiny characters on screen, to cover every single type of incident that can happen during a football match. On top of the moves mentioned above there are all sorts of little quirks: players perform little Roger Milla dances after goals, there's a doctor who comes on after a particularly nasty foul (he examines the player and either patches them up, or if they are beyond help will signal for the stretcher. Two stretcher bearers run on, lift the player, throw them on a plank, and then run back off the pitch again.), streakers, players collecting cups and police who chase fans off the pitch. It's just as much fun to watch the game as it is to play it.


After a particularly gruelling tackle, the stretcher comes on.

Similarly, a lot of attention has been paid to the sound in the game. Obviously there is a full complement of crowd cheers and chants, played


Here's an extremely top-view shot – it looks like it's been taken from a helicopter.



in stereo and worked dynamically to respond to whatever happens on the field. A reverb effect has been added to the ref's whistle to give it a far more realistic sound, and it's touches like that that make the game stand out. Best of all, is the commentary speech that comes in whenever something particularly spectacular happens. I'm not going to tell you what it says, but when it happens, you can't help but sit back and grin proudly.





The real selling point of *Football Glory*, however, has to be the fact that it is so tremendously playable. If you aren't used to *Sensible Soccer* style controls, you can play it quite simply and still stand a chance of winning. With some practice, though, and a little time and effort mastering moves like jumping a sliding tackle, or dummying the ball before running around a player, it all becomes a true test of skill, and two talented players playing against each other is a sight to behold. What can I say? The mighty *Sensi* beaten at last? Yep. CU



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RELEASE DATE:	OUT NOW
GENRE:	SOCCER
TEAM:	CROTEAM
CONTROLS:	JOYSTICK
NUMBER OF DISKS:	1
NUMBER OF PLAYERS:	2
HARD DISK INSTALLABLE:	YES
MEMORY:	1Mb

GRAPHICS	91%
SOUND	92%
LASTABILITY	94%
PLAYABILITY	95%

"The best arcade soccer game ever!"

OVERALL 95%

CU AMIGA SCREEN STAR

When it comes to surviving in the wild, Tony Dillon is your only man. After all, he manages to look after all that hair! With this in mind we let him review Silmarils' survival sim, for better or for worse.

ROBINSON'S REQUIEM

Robinson's Requiem has been a long time coming. Over a year ago, Silmarils announced that they were going to create what could be the adventure to end all others. A game where you are left in a wilderness to fend for yourself, where the puzzles are mostly made up of just trying to stay alive, and you have complete freedom to use any object in any way you can. It was an idea that could revolutionise adventure games, maybe, and even create a completely new genre!

WAS IT WORTH IT?

That was over a year ago, and after seemingly endless delays, false starts and a myriad of tempting screenshots, the game is finally ready for all you lucky Amiga owners. Sadly, however, it doesn't look quite as amazing as the first screenshots implied. Instead of the glorious texture mapped Voxel landscaping used in the PC version, we have far simpler polygons that, to be honest, just don't do the job they should.

However, the graphics are not unbelievably bad and the first person 3D perspective really works. And if there is one thing that really will make people sit up and beg when they see *Robinson*'s, is the fact that it is a good game. You play a young cadet working for the AWE, Alien World Exploration, a group of people whose job it is to seek out new worlds and search every inch of them. You have five years to explore the hazardous planet you've been assigned, and are about to land fully equipped and prepared, when suddenly everything goes wrong on board, and you are forced to eject onto the planet's surface. From that point you're on your own, and have to fend for yourself in one of the most hostile terrains you are ever going to encounter.



The main option screen lets you completely customise the game, from switching illnesses and weather on and off, to setting the screen size and level of detail to the game.

BARE BONES

You start the game with nothing more than basic clothing and a medical computer, which gives you all the information you need to see how healthy you are. It shows you how much food and water you require, your heart rate, blood pressure and body temperature plus surrounding information such as temperature and local time. If that isn't enough for you, then click on the first aid icon. This shows you a computer image of your body, with all its external marks, bruises and cuts. Clicking on the body scan icon gives you a brief internal examination, where you can discover if you have any fractures, food poisoning or any other internal damage. I told you this game was all about staying alive, didn't I? Bet you didn't think you would end up playing doctor.

Clicking on the medical scan gives you a view of all your illnesses. This guy's completely healthy – hooray for multi-vitamins and clean healthy living.

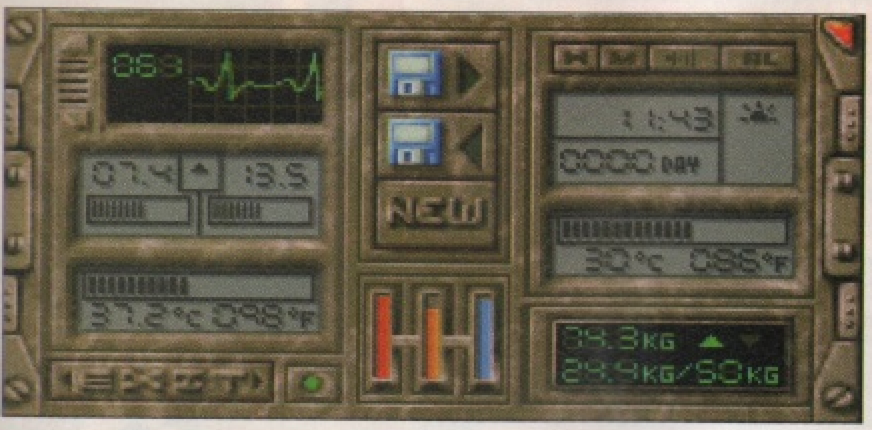


So the first and most important thing to get your hands on has to be some medical supplies. Scouring the area you find your crashed ship, and in the wreckage you'll find your medical kit, containing all the drugs and equipment you could need. Now you're on your way. Wandering around some more, you come across other Robinsons, who have gone a little mad. These will attack you, and you must fight back the only way you can – with your fist. Punching them to the ground, you strip them of their knife, matches and water bottle.

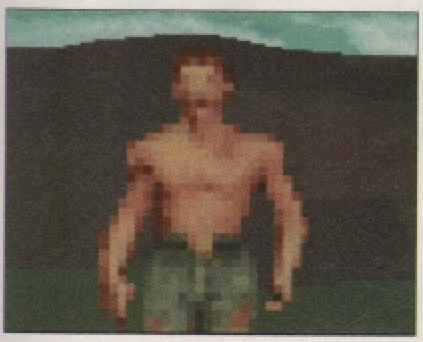
Now the game starts to get a little tricky, moving away from the standard adventure format. For example, walking to a nearby pond you can fill the bottle with water. However, instead of just drinking it you have to think of a way to make it pure. So, lighting a fire with the matches, you place the water bottle in the flames to boil the water, thereby purifying it and making it safe to drink. Heading towards the nearby trees, you cut down some fruit for food, and some leaves which you can stitch together using the needle and thread in your medical pack to form a rudimentary hat, which will protect your head from the sun.

BRAIN POWER

From the examples above you can probably tell already that this isn't







(Top) Your medical computer shows you everything you need to know .

your ordinary 'pick up one object and drop it in another location' type of adventure. Playing for an hour makes it quite obvious why *Robinson's Requiem* has taken so long to appear. A lot of work as gone into the game. It contains a complete working world environment, along with the most intelligent object manipulation I've ever come across. In the bank of icons on the right of the screen is a tool icon, which lets you combine any objects to create new, more useful ones – the leaves and the needle to make a hat, for example, or a piece of wire and a branch to create a rudimentary trap.

The possibilities seem endless, which actually makes playing the game a little daunting. After all, adventure game preconceptions suggest that every item you pick up just needs to be used in the right location to solve the puzzle – *Robinson's Requiem* is a game that you're really going to have to think about.

Visually, the game is a bit of a let down. Rather than go with the sumptuous Voxel landscaping of the PC version, Silmarils have used the rather nasty polygon terrain for the Amiga version, and to be honest it doesn't really do the job. Although it's convincing enough on the plain, when you're walking around at ground level and there isn't much to look out for, it loses it when you go anywhere where you have to walk carefully, like the top of a hill for example. It's quite difficult to make out where it's safe to walk and where it isn't.

Add to that the speed of the update, which is fairly awful at the best of times, even when running on the lowest detail with a reduced screen, and you can find yourself falling when you don't expect it.

INVOLVING GAME

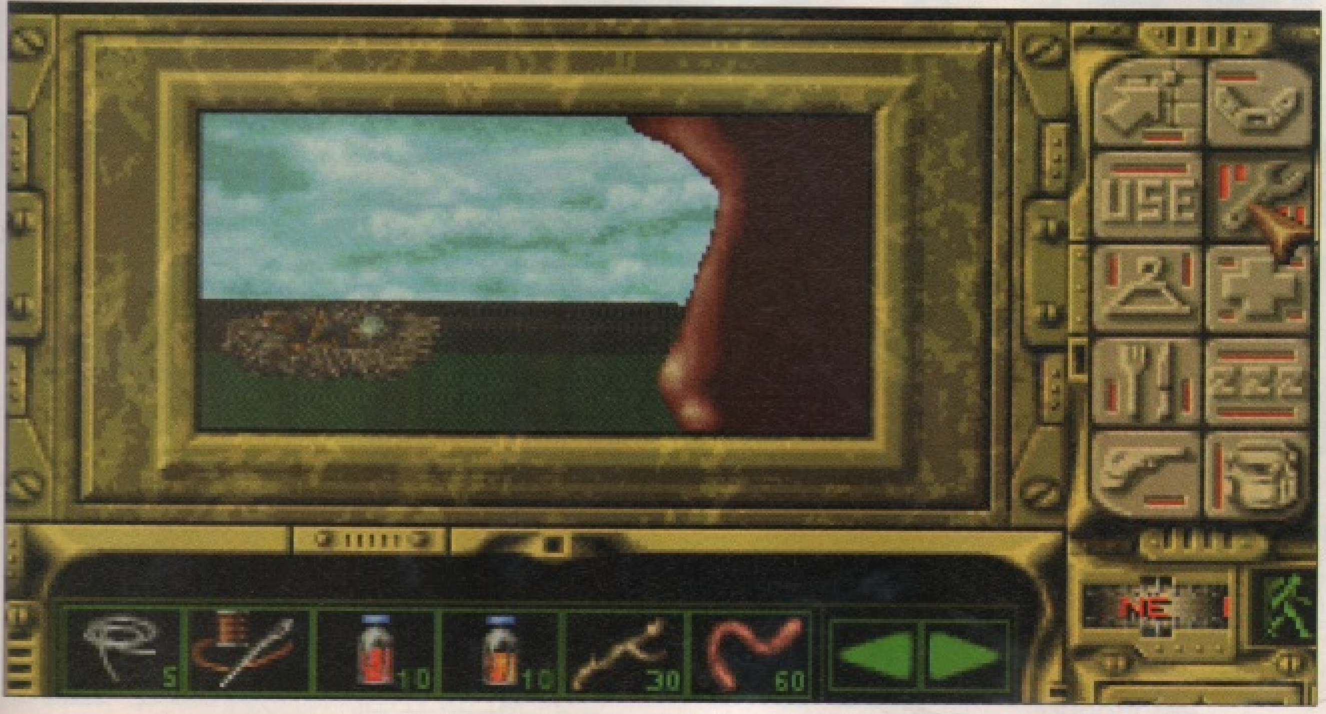
To be honest, though, I found the game so involving that I completely forgot about the disappointing graphics. How much attention can you pay to the look of a game when your brain is constantly figuring out how you can use a bottle of aspirin with an eagle's egg to create an interesting trap?

At the end of the day, *Robinson's Requiem*'s gameplay is every bit as fresh and original as it was intended to be, even though it is let down by the graphics. As a result it's quite difficult to mark. It's a very hard game to get your head around, although survival experts will doubtlessly have no problem at all in walking through the game first time.

A mighty challenge from start to finish, marred only by the graphics and the relative speed of the game. If you want something new that will completely blow your brain, then this could well be the game for you. Other than that, I can only recommend that you try this one before you buy. I know it's a cliche, but there you are! CU



Above: In full screen mode, the game looks a lot better, but sadly doesn't move as well. (Top) Punching an eagle is a nice, humane way to dispose of it!



After a particularly nasty scrap with an eagle, the player has lost the use of their right eye. That'll need to be patched up, and I don't think that bird's nest will help.

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RELEASE DATE:	OCTOBER 1994
GENRE:	ADVENTURE
TEAM:	IN HOUSE
CONTROLS:	MOUSE
NUMBER OF DISKS:	6
NUMBER OF PLAYERS:	1
HARD DISK INSTALLABLE:	YES
MEMORY:	1Mb

GRAPHICS	74%
SOUND	87%
LASTABILITY	89%
PLAYABILITY	88%

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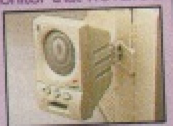
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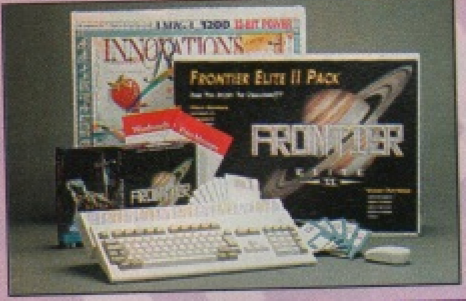
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BUDGET

With more quality software 'out on the cheap', bargain hunter Matt Broughton ploughs through this month's crop of budget releases.

EPIC

HIT SQUAD OUT NOW £15

Epic is one of those games that people either loved or hated when it first came out. Being a sort of '*Wing Commander* with polygons' it took the 'first-person perspected' player through a series of connected missions, each part of an overall campaign against an alien invasion.

Trying to be a bit ahead of its time, *Epic* used short, vaguely animated cut-scenes, to split the missions up and tell the story, and though it was quite inventive in that the story could go a number of different ways depending upon your performance, it was ultimately lacking in depth.

The actual game play isn't too bad, and if played on an A1200 moves at a fair speed, it's just not all that exciting or challenging, ultimately ending up as the sort of thing you play once a year and complete on your first or second go.

An interesting game, but try to have a play before you pay just to be on the safe side.

70%

TITUS THE FOX



TITUS OUT NOW £7.99

Another Titus platformer, only this time one with a bit more class. There are certain similarities between *Blues Brothers* and *Titus The Fox* (to the point of pure copying at some points), but the latter beats the *BB*'s with sharper graphics and more varied game play throughout.

There's nothing here we haven't seen before, but with some nice level designs and the odd bit of strategy, *Fox* does manage to rise above a fair amount of its competitors. The game also features a bit of planning and strategy, with objects being used either as weapons or as 'building blocks' allowing Titus to climb to higher points. though the strategy is nothing more taxing than where to use items offensively or helpfully, it does add a little something to the game.

If you want to buy a budget platform game, choose this (and definitely forget about *Blues Brothers* if you buy this!)

81%



BLUES BROTHERS

TITUS OUT NOW £7.99



I think it's fair to say that the *Blues Brothers* film is a classic. I also think it's fair to say that the *Blues Brothers* game isn't. It's not all that bad, and in fact if you like simple platformers, you won't be too disappointed, but we've come to expect more from our games these days, and to be honest, this Titus budget release just leaves me a bit cold now.

I do remember when it originally came out, and do remember enjoying it quite a bit, It just seems that we've seen about a million games of this genre since, making a second appearance nothing more than a reminder of how 'not really that good' it was first time round.

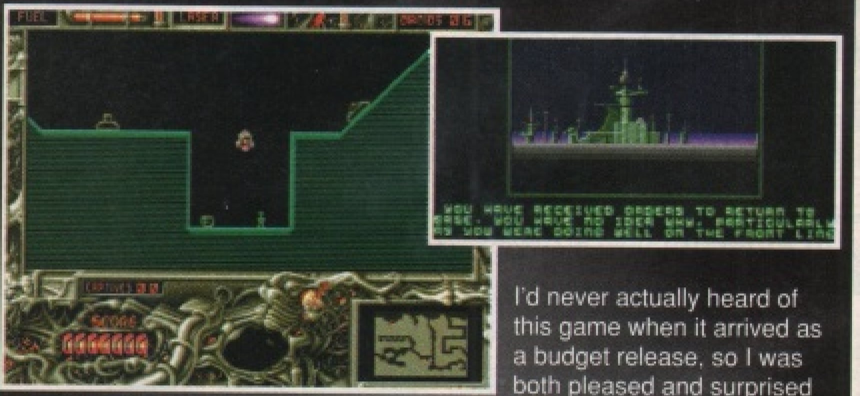


The basic idea is that the player controls either Jake or Elwood Blues, and must make his way around a number of platformed levels, collecting spinning disks and performing general platform activities. Not the worst game ever, but not the best. Ho hum.

52%

THE EXECUTIONER

TACTIX OUT NOW £7.99



I'd never actually heard of this game when it arrived as a budget release, so I was both pleased and surprised to find that it's actually quite interesting. For the most part *The Executioner* is an arcade game based upon the old classic *Thrust*, with you controlling your craft in a 'rotate right/left and thrust' fashion, while gravity, inertia and gravity have their wicked way with you.

The authors have tried to cover up the obvious *Thrust* 'cloniness' by adding an overall mission element to the game; sending the player off to a number of planets to capture prisoners and bring them back for questioning. This is where the 'executioner' part of the game appears, as you, to put it simply, torture your prisoners until they either tell you what you want, or … er, die. Not particularly sound on a moral level I know, but then again, nor are the death moves in *Mortal Kombat*.



The Executioner is ultimately nothing more than an attractive clone, but you could do a lot worse for £8. Good fun.

80%

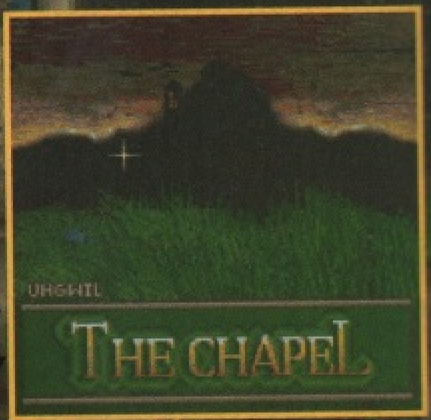


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PART 3

Lisa Tunnah is back with the info on how to complete the third level in Valhalla and the Lord of Infinity. So hang onto your hats folks it's going to be a bumpy ride.

VALHALLA AND THE LORD OF INFINITY



On the opening screen of level three you'll find yourself trapped between two floor tiles, pick up the cement from the tomb beside you and drop it on one of the tiles, walk over it and pick up the monocle, the door key and the kirby grib, then operate the large drain to the right of your relative and take the arrow. Operate the tap and take the granny smith which is on the tree stump. Put the arrow on the crossbow, operate the lever and then take the toffee that was inside the apple.

Insert the toffee into the toffee lover and take the potion of seeing and the green fingers potion from the chests that open. Operate the drain near the tree stump and take the seeds. Walk down to the wall near the drain where you found the arrow. Drink the potion of seeing and a door will appear. Quickly unlock it before the potion runs out or it will disappear forever. Pick up the book of relatives, the bag of sand, the book about river keepers and a bottle of stamina which are beneath one of the drains.

Put the seeds in the tub of earth, operate the tap and take the flower, travel back to the first room and put the flower in the vase, take the poetry and the ring of goodwill from the chests that open.

Put the ring of goodwill on the altar of dispute and take the white dove. Go back to the first room and face the river keeper, then select the white dove and look at while it is in your rucksack, the river keeper will grumpily allow you to cross to the other side of the river.



Is this a dagger I see before me?

HAIR SLIDES

Pick up the French drama and pull the lever, then cross over to the left-hand side where the spiked door has changed to a door with locks. Insert the kirby grib and walk into the room where the door locks behind you. Operate the drain to the river keeper in this room and read the books about the sweet that's sensitive to sound. Put the sand on the floor tile in front of the sweet then walk on the sand and take the sweet that would otherwise disappear. Pick up the kettle and match from in front of the tap, then put the kettle on the floor an fill it with water. Put the match on the grill, remove it when it's lit then put the kettle on the grill. The kettle whistles and the glass beside it breaks revealing the key to your escape. Before you eventually leave the room pull the lever then go and search for the door that is open.



A dead poet is a famous poet or so they say.

After exploring the new room and picking up a song sheet go back into the room where the cannon is and insert the toffee into the toffee lover. Take the lyrical potion then go and find the poet's tomb. Put the poetry on the poet's tomb, drink the lyrical potion and look at the poetry which will change into a pair of slippers, the perfect gift for grandad who you can identify using the book of relatives. He's so delighted he gives you a toffee which you insert in the toffee lover to the right of the room – the other one is trapped. Take the cannon ball and a bottle of stamina. Insert the cannon ball in front of the cannon then drop the lit match on the back of the cannon to blow up the rock that is blocking your way.

DRAMA QUEEN

In this next room operate the drain and take the quill, then return the monocle to Uncle George, after taking the cross, who thanks you for your trouble. Put the French drama on his coffin and he kindly translates it into an English play. Drop the quill into the inkwell in the room you have just come from and take the globe of wisdom and the Hercules drink from the chests.

Travel back to the room where you found the disappearing sweet and face the river keeper, look at the globe of wisdom in your rucksack then cross to the other side of the river where you will find Shakespeare's drink.

MUSICIAN'S TOMB

Put the English drama on Lord Monty's coffin, drink Shakespeare's drink then look at the play which disappears, this wakes Lord Monty up and if you look at his face he will tell you that he is aching all over. Go into the room where grandad is lying, drink the Hercules drink then pick up the piano. Go and find the musicians' tomb, drop the piano then operate





There are plenty of objects which you can use here.

the keys, a short tune informs you that you've got it right and a lever appears on the wall behind you, this opens the door into the next room. In here are four plants that all remove your stamina when you try to remove a leaf, and a Nanny who asks you for Fluffy. Drink the green fingers then take the leaf from the bottom left plant, go and find the herbalist bowl where the leaf is exchanged for a healing potion which Lord Monty will truly appreciate, in return he gives you the first of the four official plates.

SWEET TOOTH

Back in the room where you found the plants, take the toffee from the corner which you give to the nearest toffee lover, take Fluffy the teddy bear from the chest and the choral drink. Give Fluffy to Nanny who rewards you with a door key. Put the songsheet on the singer's tomb in the canon room, drink the choral drink then look at the songsheet, after a burst of song from the prince the songsheet disappears and somewhere a door opens to the room which contains Lord Charles, he won't speak to you as he was buried without a funeral but you can operate a drain and take the royal seal. This seal goes on the royal note and opens two chests, take the lucky heather and the wizard's wand.

LUCKY HEATHER

Put the lucky heather on the gypsy's tomb and take the bad luck horseshoe, put this on the mirror in the room where you found the disappearing toffee, the mirror changes the bad luck to a good luck horseshoe. Go and find the river keeper that lives in the same room as the musicians' tomb, face him and look at the lucky horseshoe, on the other side of the river pull the lever that opens a door and take the gem. Now you can enter the room you have yet to explore, in here find a recipe which changes into dough when placed on the cook's tomb, a stone tablet with 'two' written on it and a plank.

HOCUS POCUS

Take the candle from the artist tomb and drop it into the candle holder you should have come across by now. Take a door key which tells of the brave boy who confronted the faces of evil, this informs you of the correct face in which to insert the red gem to avoid suffering pain and despair. Insert the gem into the third evil face from the left to be rewarded with a gift to enable you to be a wizard for a short time, rush back to the wizard's tomb before your power vanishes, put the wizard's wand on his tomb then look at it, the wand changes into a blank canvas. Put the blank canvas on the artist's tomb and a portrait of Lord Terry miraculously draws itself onto the canvas. Lord Terry by this time has probably already told you one half of a joke which he continues to do each time you look at his face. Put his portrait on his coffin, look at his face and he will tell you the whole joke which isn't at all funny but the portrait is changed into the second official plate.

Isn't the little prince so cute?



OPEN SEASAME

Open the relevant door with your door key and speak to the ghost who asks to be laid to rest. Put the cross on the priest's tomb and take the funeral wreath, put the dough on the grill and take the bread of plenty and put the plank on the carpenter's tomb that is exchanged for a saw which you can't take at this stage. Go and find the river keeper that responds when you look at the bread of plenty in your rucksack. On the other side of the river pull a lever which opens a chest in another room and then take the blade resist potion. In the open chest you will find a potion of sermons and a bee.

Put the funeral wreath on Lord Charles' coffin, drink the potion of sermons then look at the wreath. Lord Charles is released from his torment and his ghost has disappeared leaving behind the staff of honour. In the same room drink the blade resist potion and take the saw, drop it onto Lord Diabolis' coffin then wait till the blade resist potion has run out. Touch the saw and the Prince will scream in pain which wakes up Lord Diabolis, look at his face and he will ask what your ambition is.

Find the final river keeper who responds to the staff of honour and then pick up the picture of the king from the other side. You should now have three objects of worth which you drop into the mixing bucket. You now have a mixture of the three and when the prince looks at it, he says 'To be King'. Go and stand beside Lord Diabolis and tell him your ambition, the saw that should still be sat on his coffin turns into the last official plate. Back in the room where the banqueting table is situated, put the four plates on the table, there are 20 different combinations but when you get it right the last door opens.

Make sure you have the white dove, the globe of wisdom, the good luck horseshoe, the bread of plenty and the staff of honour in your rucksack, as you sail down the river you have to present theses objects to the hands that reach out of the water, now you're on your way to lever four. Tune in next month to find out how to complete it. CU





There are plenty of puzzles to solve in *Valhalla* but don't worry, there are a lot of clues to help you.



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CU AMIGA NOVEMBER ISSUE 1994

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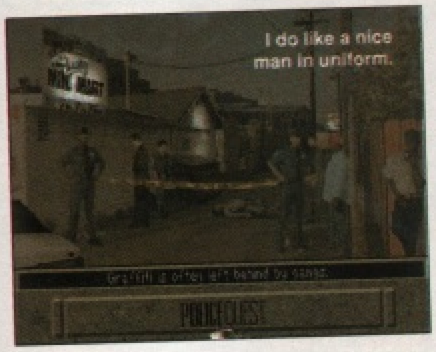
VAMP

I seem to have had a rush on letters this month about the police, so I'll start with those first. I must say that I am in two minds about the boys in blue. I do love a man in uniform, but they tend to get upset when I kill a few stupid males occasionally.

POLICE QUEST

I desperately need your help. I've been stuck at the Hotel Delphoria in *Police Quest 1* for ages. Woody the bartender has told me to dump the broad (Sweet Cheeks) and then come back. However, I can't get rid of her.

Chris Szelachowski, Manchester.



When I want to get rid of someone I tell them: "I think we should just be good friends ..." Which is a polite way of saying, "Why don't you push off walrus-face!"

In this case you should go to your hotel room, dial 411 on the phone (that's the number of Directory Enquiries in the USA) and ask for a taxi to take her away.

While we are talking about this game I'll also answer L. Smith 's letter, who wanted to know what to say to Sweet Cheeks when she was in the jail. The answer is: 'Help with the hotel operation'.

Finally, here are a couple of fun things to try: enter the names of the game's programmers into the station house computer. Use the toilets in your hotel room and Carol's Castle. Telephone Helen Hots – the woman in the sports car.

POLICE QUEST II

I'm can't find the combination number to Detective Bond's locker and it's driving me potty.

Marie Symans, Cornwall.

What a coincidence! I have an uncle that we keep under the bed because he's a little potty as well. The number you seek is written on the back of the business card which is found in the glove compartment of your car. Just type: 'Turn card over'.

POLICE QUEST III

After weeks of frustration I have decided that I need help, so who better to turn to than 'The Babe in Black'? On day six of *Police Quest III*, I have to enter the crack house, kill the drug dealer, arrest Bains, and then find the secret room. However, before I can finish the investigation my girl partner turns up and shoots me with the dead man's gun. What have I missed? Help me Vampyra, you are my only hope. (I knew I should not have watched *Star Wars* before writing this.)

Steve Atkinson, Manchester.

I think I quite like the idea of being 'The Babe in Black', although 'Babe' is perhaps a little sexist. Still, you sound like a nice boy so I'll let you off this time. Your female partner sounds like a bad cop to me, but then anyone who takes pot-shots at men can't be all bad. Did you find the drugs in her locker at the start of day six? If not, then this is what you do.

After you have spoken with the Captain, take the lift to the first floor. Go into the Gents and stuff a toilet roll down the toilet. Return to the hallway and talk to the janitor. Now you can head for the Ladies' Locker Room and open Morales' locker (combination 386). Use your notepad on the drugs and then rush back and tell the Captain.

KINGS QUEST VI

I am stuck on The Cliffs of Logic. I managed to solve the first two problems but now I'm stuck on the third.

Suzanne Hatton, South Wirral.

The answers to the five puzzles are in the manual – to protect against people playing pirated versions of the game. The answer to the first problem is on page 33. The second answer is on the last line of page 26, the third on page 33, and the fourth is on pages 27, 30 and 31. The last riddle's answer is on page 33 again. I will tell you that to solve the fourth riddle you must choose the symbols for Azure, Caterpillar, Tranquillity and Air.

KEEF THE THIEF

About two months ago I bought a great little game called *Keef the Thief* and now I am stuck. I have reached the ruins in the south-east, gone down the dark hole and have found the room with the strange door in it. There is also another door in the stone walls under the bay, accessed through Al Hadratas' hut. How do I open one or any of these doors? I have tried using the key from Al Hadratas, but it does not work.

If help is not received soon I may have to take an axe to my beautiful Amiga, (though it's not as beautiful as you my sweet!)

Matthew Thomas, Swansea.

I think it is the Koran's Key that you are looking for. It is in the Mem Santi Temple. To get it you must, first of all, disarm some traps. Use the knife to jam the spikes in the floor, then use the knife to jam the panel in the right wall. Squirt oil into the cracks in the ceiling, crush the top of Specter and remove from stand. On the right side of bench, squirt oil inside the hole. Climb to the top of the hollow tree trunk and go up in the lift. At the Foyer, show the Shard of Mem to the Curator and then search to reveal a hidden door.

LEISURE SUIT LARRY II

I don't know where to find the passport that I need to board the ship in *Leisure Suit Larry II*. I have the cruise ticket, the million dollar bill and the Grotesque Gulp. I have also bought a swim-suit and some sunscreen oil, and I've been given the Onklunk from the lady in the music shop. Help!

Matthew Golding, Kent.

You omit to mention that your girlfriend threw you out of the house for being a balding sexist pig! Well bravo for her. You may be interested to know that she has also thrown away all of your things and that includes your Amiga, dirty books, bull-worker and passport. If you hurry you might just recover it from the garbage outside your house before the trash wagon arrives. Serves you right sucker! CU

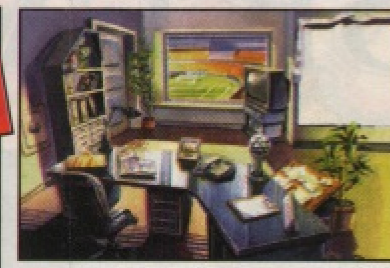
"The perfect gift for the man who has everything, is a girl like me who knows what to do with it!"

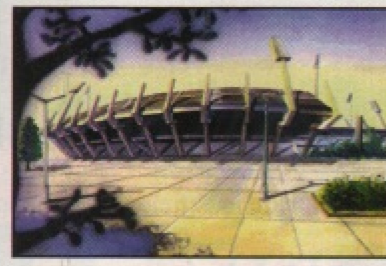


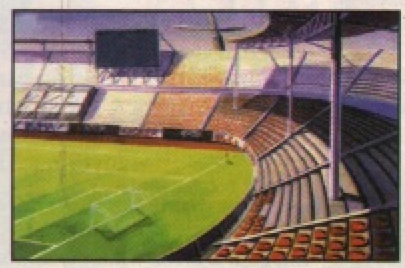
Write down your little problem and send it in a plain envelope to: 'Dear Vampyra', CU AMIGA, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

ON THE BALL LEAGUE EDITION - OUT NOW

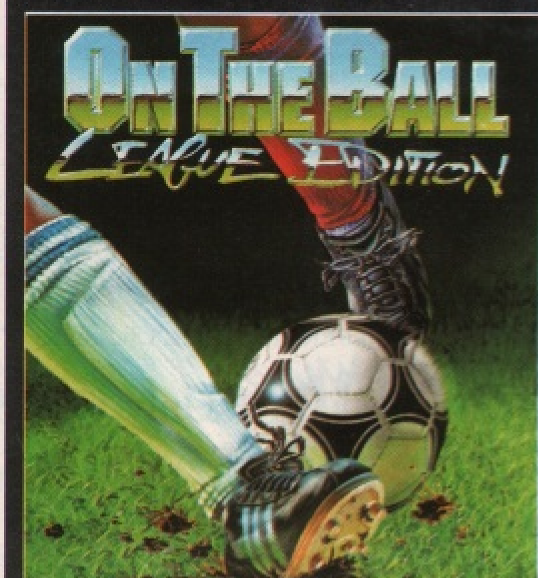
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ASCON

OUT NOW FOR PC, AMIGA and A1200. Word Cup Edition out now on CD-ROM, featuring "live action" spoken commentary

GET SERIOUS

Now you've flexed your muscles with all that lightweight games stuff, get down to some real business in the technical section of the magazine. This month ...

CU AMIGA TOP RATED

The CU AMIGA top rated accolade for non-games products scoring over 90%. They will definitely be worth the money and are likely to act as a benchmark for future releases.

WORD PLUS PROFESSIONAL

crossword aid

If you're into crosswords in a serious way, you might find this new utility of some interest. You know how it is, it's more than an hour since you started and you know that anagram is lurking within the clue but can you solve it?

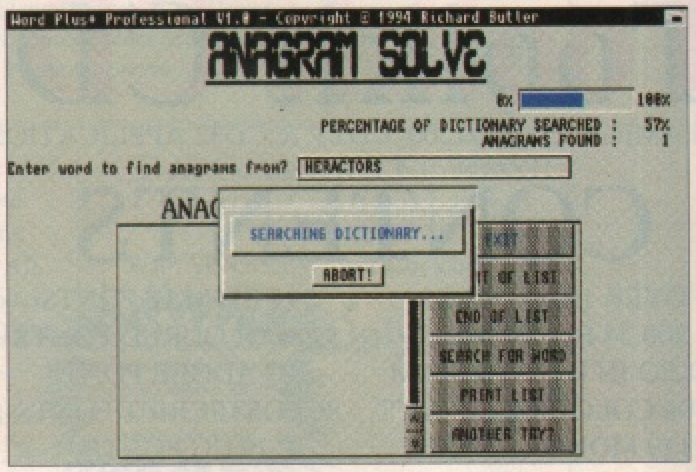
Word Plus Professional comes to the rescue. Well, at least theoretically; it certainly got all the answers right in the Sunday Times edition. It also managed to find several words when I only had one or two letters, e.g. C?R????? became CURLICUE, but only with considerable searching through options. It has the option of searching its dictionary for words containing a certain sequence of letters, e.g. ADD becomes LADDER, WADDLE etc., which is certainly useful for the *Times* crossword. You can also get it to tell you what words can be made from a particular word, e.g. NEPOTISM includes MINE, STONE etc. Lastly you can add words to the dictionary.

All these options can help make short work of just about any crossword and might also be useful if you enjoy entering competitions. This program is not going to change your ability to do a good crossword overnight though. You need to be well versed in your favourite puzzle's ways before *Words Plus Pro* will be of any use (for instance, you must know that a statement like 'One main dump' is an anagram). The program becomes near useless if the clue has more than one word in the answer though, this goes for both the anagram and 'Make Words' options.

So, when it comes to the crunch *Word Plus Pro* might well be useful to you if you are a crossword buff and already know your stuff but will be of only limited use if you are a beginner. The program itself is very well designed and easy to use, most importantly it is quick. There aren't piles of options because you don't need them which makes the program ideal for the computer shy. When the program can handle multiple words from a single clue it will be a killer. As it stands *Word Plus Pro* has the biggest dictionary, the fastest sorting and is definitely the best Amiga program of this type.

Available from: Richard Butler, Reconley Software, 649 London Road, High Wycombe, Buckinghamshire HP11 1EZ. Price: £14.95 including P+P.

85%



VERO BACK-UPS PRO

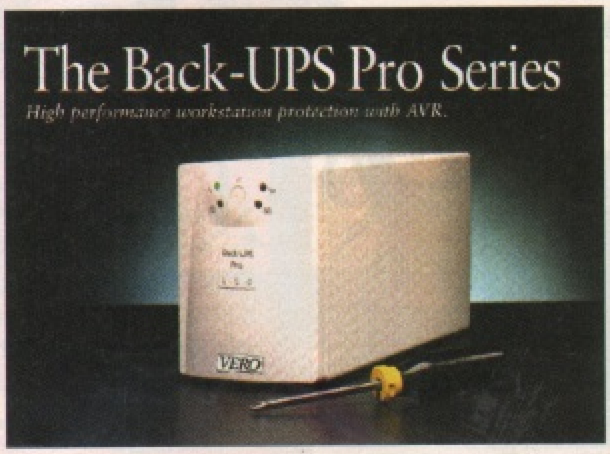
uninterruptible power supply

Power cuts can be a real pain. I hope that one never happens to you in the middle of a major piece of work – especially if you're not in the habit of saving regularly. Power cuts are not just caused by an electricity board strike, the possibilities are endless. For example: someone switches on a high powered drill causing all kinds of 'mains spikes' resulting in a crash, or someone accidentally unplugs your machine, the list goes on.

VERO UPS could be the solution to a good percentage of your nightmares. The VERO UPS (Uninterruptible Power Supply) is a chunky little block which goes between your computer and your mains socket. Basically it's a fairly hefty battery with a few little gizmos built in. What happens is this: the mains goes off and within five milliseconds the battery kicks in to power your computer, letting out an alarm to warn you of the problem.

If you use an Amiga professionally then you'll definitely need one of these. Especially if you leave your machine rendering over night or engage in similar lengthy tasks. It only takes one idiot trying out a badly wired plug to blow your trip switch and bang – a whole working day is lost because you'll have to render it all again. The same goes for systems which are linked via modem to other sites.

The unit is very well made and encased mostly in metal. It's also damned heavy, weighing in at an impressive 11.3Kg for something not much bigger than a shoe box. It has a two stage alarm which is useful, a simple repetitive bleep at first then a real howl as time moves on. The most important thing has to be performance and here the Vero does well. Before it even had a chance to be fully charged it managed to keep my A1200 and 1084s monitor going for over 17 minutes, this while the hard disk was being constantly accessed. With a full charge it should do more, but that will depend on your set up.



If you are using your computer seriously then I go further than just recommending a UPS. This unit is not the cheapest available, but is the best low price UPS I have seen for a long time. The question is not can you afford one but can you afford a powercut if you don't have one.

Available from: VERO Electronics, Electron Way, Chandlers Ford, Hampshire SO45 5RQ. Tel: 0703 266211. Price: £189 including VAT and delivery.

89%

AMIGA OS 3.1

Workbench and Kickstart Upgrade

For more years than I care to remember Amiga users have struggled with version one point something of Kickstart and workbench. The people who did, and often still do, use the older OS (operating system) are a hardy breed.

Now the time has come to wave a definite goodbye to that old, familiar, blue screen. OS 3.1 has arrived with a splash that has left ripples throughout the Amiga community.

If you are a serious Amiga user, this is a must. I say serious because to use it without a hard drive is a chore, it will work but expect to get disk shuffler's wrist within a few days. If you are using a OS version less than 3.0 then you'll have days of fun exploring the new features in here, things like the ability to read and write PC disks (really useful for 'borrowing' PC graphics and fonts), the outrageously large amount of preferences programs and, perhaps most importantly, support for CD-ROM. There are all kinds of little extras to discover and several hundred pages of manual explaining how to discover them.

There are two versions available at the moment, one for A500/A1500/A2000 owners and one for A3000/A4000 owners. A600 and A1200 owners have no apparent way of upgrading. In the case of the A1200 there's no need to worry, the OS 3.1 disks automatically patch the OS 3.0 ROM into 3.1, you just loose a little memory. Unfortunately in the A600 the ROM is surface mounted so owners will have to upgrade to the A1200 or A4000 if they want OS 3.1.

The price is perhaps the main reason for all those ripples in the Amiga community. It certainly isn't cheap, but perhaps it is a lot cheaper than it might first appear. An *Arexx* manual is included, which would cost you £20 bought separately.

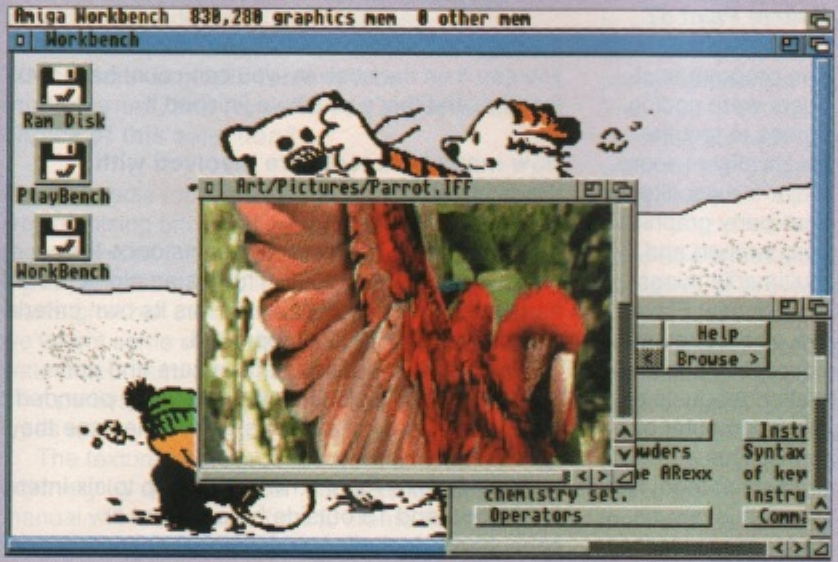
Then there's the most important thing, if you have an OS version 2 or higher, you can sell it on to someone with OS 1, which will benefit the Amiga community as a whole. So in real terms OS 3.1 only costs £40 - £50. I would still rather it were cheaper, but at least breaking it down makes it easier to swallow.

All in all, for professional and serious users this is a must. It's not cheap, but it kicks the A500 and A2000 into the nineties and adds a real sparkle to them. The only question left lingering is would it be a better alternative to upgrade your machine to an A1200/A4000 instead?

Available from: Blittersoft, 40 Colley Hill, Bradwell, Milton Keynes MK13 9DB. Tel: 0908 220196 Price: £84.95 (A500/A1500/A2000) and £94.95 (A3000/ A4000).

80%





Amiga Guide and Multiview, just two new things from OS3.1, you can even have a 256 colour Workbench if you have a suitable graphics card.

IN THE HOT SEAT

Tony Horgan talks to the men behind the Amiga's most popular graphics package.



Ever wondered just who is responsible for the Amiga's best loved graphics package? The full credits list would be as long as your arm, but we've tracked down three of the main players in the production of *Deluxe Paint 5*.

Lee Özer - *Deluxe Paint* Engineer
Like many of the creative talents who have worked with Electronic Arts, Lee's entry into the big time began with the Amiga. Lee attended Stanford and designed her own major in Artificial Intelligence. She came to work on some of Dan Silva's original *Deluxe Paint* code, which was called Prism Graphics Primitives at that time. Six months later she returned to finish her degree at Stanford, and stayed on to do an MS degree in Computer Science.

Dallas Hodgson - *Deluxe Paint* Engineer
Dallas J Hodgson got hooked on programming in 1978. He worked his way through college and high school, searching for ways to integrate his interests in art and music with the use of technology. When the Amiga was released in 1985, Dallas embraced the exciting new platform, writing the popular PD utility *NewZap*.

Dallas moved to Silicon Valley to get closer to where it all began. He'd worked on embedded operating systems, paint software, data analysis tools, disk utilities and game software before landing his job with Electronic Arts.

Orlando Guzman - Associate Producer
Orlando had a fascination with art and technology for as long as he can remember. In 1986 he bought his first Amiga on the strength of its graphics alone. After college in 1989, he went through jobs as an assistant teacher and a video graphics artist. Orlando was hired at Electronic Arts to do customer support, mainly because he was well versed in the use of the Amiga and *Deluxe Paint*. He never through that he would end up as part of the design team, doing production work on *DPaint* AGA and *DPaint 5*.

INTERROGATION TIME

Exactly what goes into the development of a program as big as *Deluxe Paint 5*? We probed the developers to uncover some trade secrets ...


Check out the funky perspective feature.

What research was carried out prior to the development of *Deluxe Paint 5*?

The program engineers were coding demos to test the practicality of some major issues, like third-party graphics card support and multimedia things like the new Player. We also looked at other paint and animation products on other computer platforms. The production team has user focus groups, and is in constant contact with beta testers, artists and animators to ask them what they wanted in Version 5. For every new feature in *DPaint 5*, there's another one that didn't make it, either because it was impractical, or we just didn't have time.

What system do you use for development?

DPaint 4.5 was written on a few A3000s networked via Ethernet and TCP/IP to a NeXT file server. We upgraded our main development machines to A4000s this year, with about 10Mb of RAM each, and larger hard drives. Two of the machines have tape back-up units, and the NeXT has a CD-ROM drive, so we can grab stuff from disks over the network.

What language is *DPaint* written in?

90% of *DPaint* and the Player is written using SAS/C 6.5, the rest is in assembly.

How many people are working on Version 5?

The development team consists of three engineers, six production people, four testers, one writer, and a team of translators to create the foreign language versions.

When do you expect to finish the program?

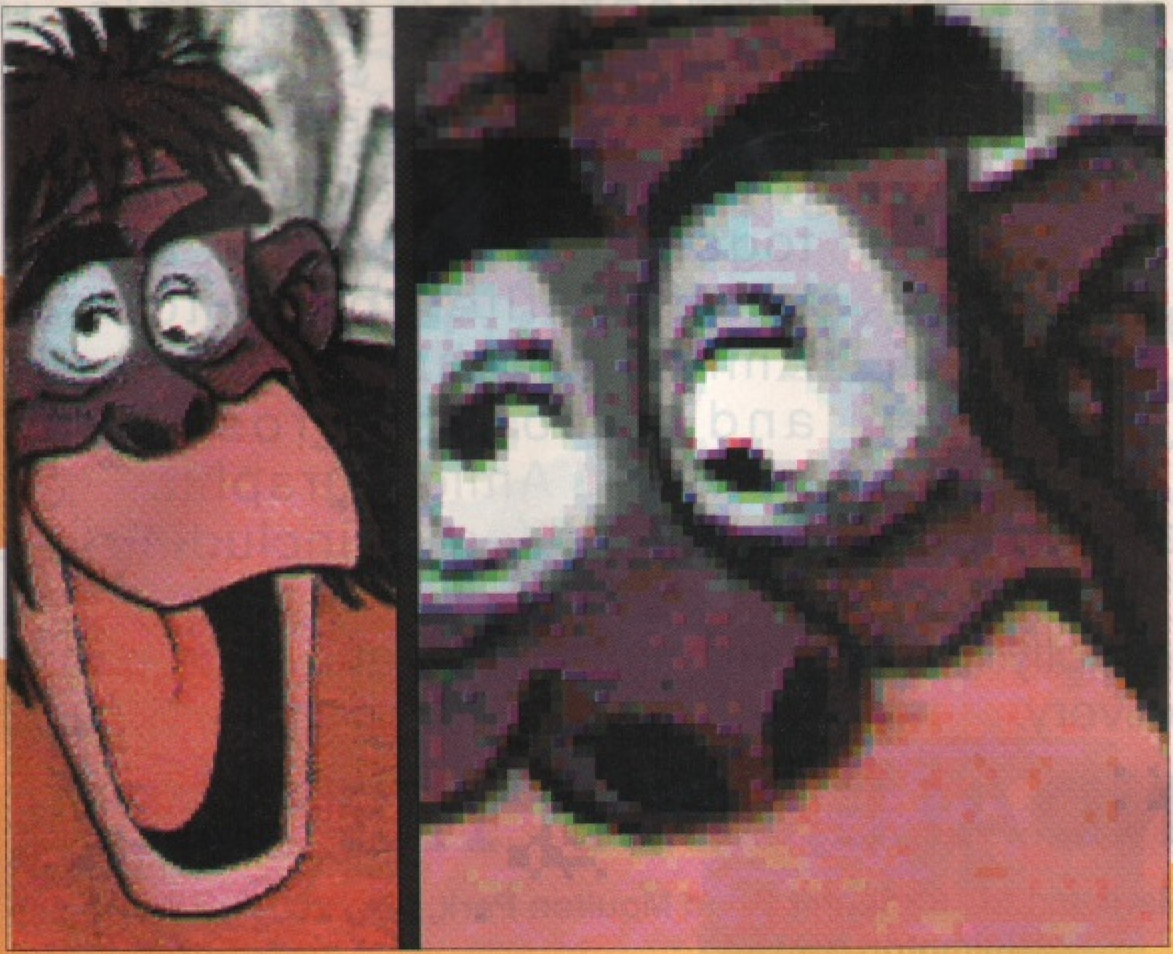
It's expected to ship this Fall (Autumn). So when you see it on the shelves, you can count back two months, and that's when we finished it.

How many beta tests are involved with the program?

It's an ongoing process that begins once the major feature set is done. There's an alpha, beta and final phase, each of which has its own criteria which must be met and approved.

Between our outside beta testers and our inside staff, EA products get thoroughly pounded on a wide variety of systems before they see the light of day.

With *Deluxe Paint 5*, we've had up to six internal testers and 15 outside beta testers or consultants, including professional animators and video artists, television producers, Amiga developers and teachers.



What do you think the future holds for Amiga graphics programs?

The Amiga has to continue the trend of providing solutions for professional users, an area that NewTek has done a marvellous job of cultivating. This holds true not just for the Amiga, but for all non-PC platforms that wish to continue. It's important to attract and hold users with functionality that can't be duplicated anywhere else, and we're trying to do this with *Deluxe Paint 5*. Professional features require fast hardware to run and big development costs to create, so we see a definite trend towards the high-end.

Where did the idea of natural media tools come from?

It has proven to be a popular feature on other platforms, and when we researched the idea, it was less difficult than we thought. The combination of media types and simulations of different surfaces, will allow digital artists and animators a way to recreate real world art. I can hardly wait to see what the users do with these features.

Which natural media tools will be implemented, and how did you arrive at the choice of this selection?

Natural media tools are just an effect – a different way of mixing bits together on screen. Lee Özer researched all the information she could find, talking to professors, reading SIGGraph articles, and drawing on her own art background. Right now, we've got some of the most popular ones like oil, watercolour, and chalk. It's an open system, so third parties can write their own plug-in media types too.

The textured backgrounds were all created internally by our production and testing teams. The manual will teach users how to create their own textures simply and effectively. The chosen media types came about by asking ourselves what were the most popular surfaces used in conventional art. We included the most basic ones, but when combined with the different colour modes and processes, they become very flexible.

What changes have been made to the internals of the program?

I'd guess that about two thirds of the code has been completely changed, added to or re-written for *Deluxe Paint 5*. The basic structure of Dan Silva's original concept was sound, so there's no need to change that. Much effort was spent turning the software into an open architecture, and to make fewer assumptions about the system it was running on. This open ended design will allow people and third party developers to create utilities, scripts and libraries that will allow *Deluxe Paint* to do just about anything.

What was the thinking behind the macro facility?

Part of the open ended design changes involved the addition of *ARexx* macro support. We wanted to give users a way to extend *DPaint*'s functionality in ways we can't yet foresee, and at the same time make it a feature that non-programmers will still find useful. This type of control is an Amiga strength, something unique to the platform that's just not available anywhere else.

How about the sluggish brush handling of previous *DPaint*s?

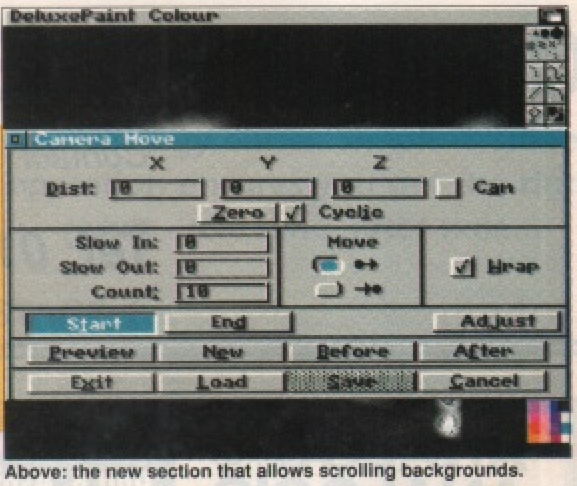
We've added a new feature that will increase the speed of moving around large brushes, such that the user will think they're only moving a single pixel brush. Wait 'till you see it. We're concerned about speed,and there are many areas in the program that we're optimising. We will try to keep improving the speed wherever it is practical to do so.

What do you think of *Brilliance* as a rival to *DPaint*?

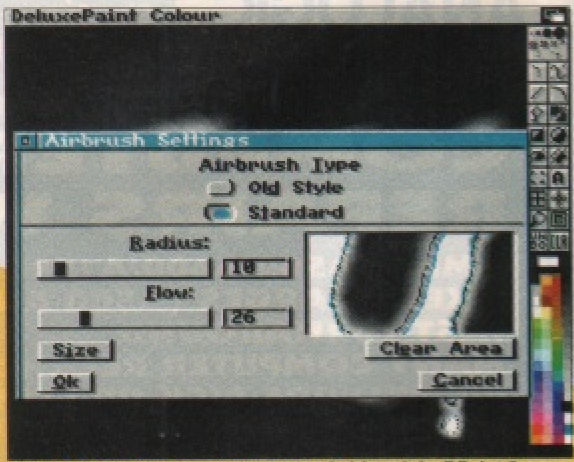
Digital Creations did a credible job of trying to compete with *Deluxe Paint 4*, given that they had to match the feature set of a product refined by years of suggestions in their first release. They're still playing catch-up though; where was the Light Table? Why two separate programs? Aiming at *DPaint*'s functionality is like hitting a moving target, and we're well beyond anything that's available now.

Finally, which of the new features are you most proud of?

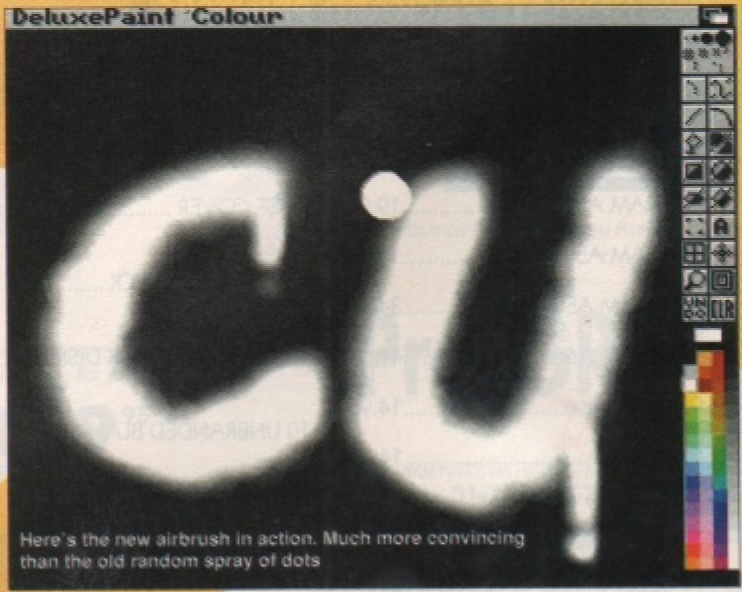
ARexx Macros
24 Bit RGB Backing Store
Variable frame rate control
Camera (background) moves
Textured backgrounds and media types
Soft edge airbrush
Multiple palette animation control CU



Above: the new section that allows scrolling backgrounds.



Above: choose between two types of airbrush in *DPaint 5*.



Here's the new airbrush in action. Much more convincing than the old random spray of dots

TurboCALC

TurboCalc is a new spreadsheet for the Amiga that claims to set a new standard. Not one for figures Andy Leaning takes the bull by the horns.

The original idea of the spreadsheet was simple. Its job was to carry out, quickly and efficiently mathematical, calculations which would otherwise take aeons to work out. For example, if you fed in the daily sales of a product a spreadsheet could compute how much weekly, monthly and yearly profit and turnover has been made over a certain time span and make accurate predictions on future sales accordingly. Sure a human could carry out the same calculations but a spreadsheet would complete the task much faster. And besides, why bother with long time-consuming calculations when you could set a program to do it for you and go off, have a cup of coffee and read your favourite magazine instead.

Spreadsheets are more than just number crunching machines though, you can now create pretty and informative graphs to provide pictorial representation of data, while basic programming (macros) have also been seen in Amiga spreadsheets. *TurboCalc* can do all this and more and it claims to have set new standards for Amiga spreadsheet programs.

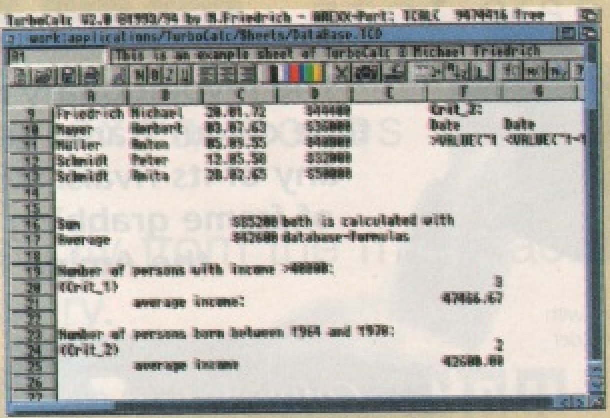
The illustration shows just what *TurboCalc* offers, but how fast is it and is it any good? Well, *Turbo Calc* was written in *Assembler* and as a result is very fast, the cursor moved around the large spreadsheets at a very fast and responsive rate. Also, apart from being fast, it is reliable. Data entry is, perhaps, a vital consideration when performing calculations – if entering data is a long laborious task, it can make the program irritating to use. *Turbo Calc*, however, is extremely fast and had no problem keeping up with my rather rapid typing.

CONCLUSION

TurboCalc is a fast, reliable and professional application and is likely to sell well over the coming months. All in all this is a great product, well worth the money and highly recommended.

There are a couple of minor niggles though, for example, it should be able to import *Lotus 1-2-3* (until very recently the PC industry-standard spreadsheet, with huge numbers in use around the world). It definitely needs some form of Undo operation too. It can be incredibly irritating if you have just spent hours keying in a long list of figures only to have to retype them all if you accidentally hit the wrong key on the keyboard. I'd also really like to see the ability to customise the toolbar – a facility all modern programs should have.

These niggles aside, however, *TurboCalc* is a very powerful business program that along with *FinalWriter* shows that the Amiga can still do more than just create pretty pictures.



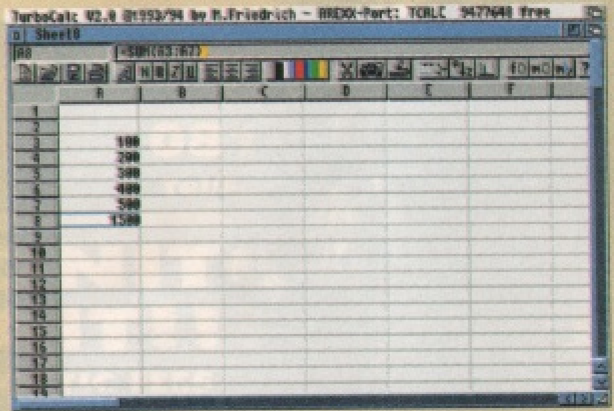
DATABASE

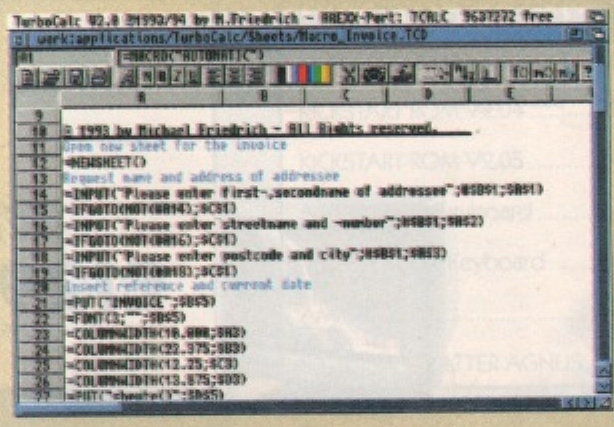
The program includes a reasonable, but simple, database with record search, copy, and delete. Not outstanding but capable nonetheless.

CU AMIGA TOP RATED

USER INTERFACE

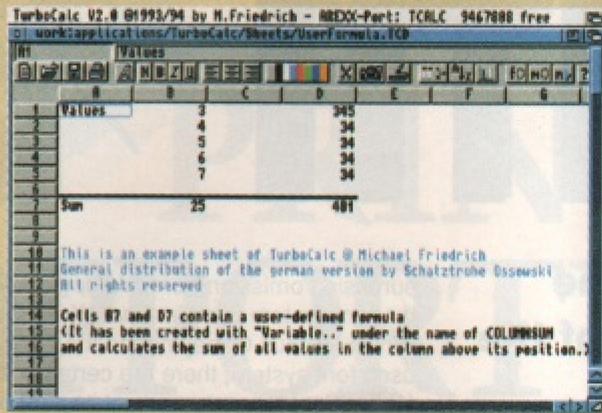
Full Intuition support with standard Amiga menus and windows, plus Toolbar, backed up with comprehensive keyboard shortcuts. The Toolbar can not be customised in this version, although this is planned for the future.





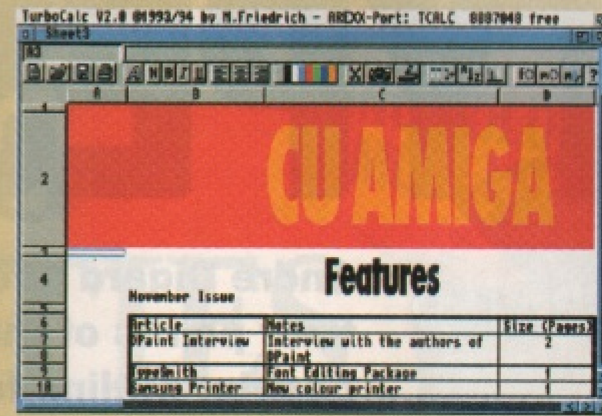
PROGRAMMING

TurboCalc has a comprehensive programming language built-in. With this, complete mini-programs can be written within the spreadsheet. These programs can control the windows and menus, display messages and ask for input as well as controlling the actual mathematical calculations of the spreadsheet. The programming language syntax includes loops and if/then structures, and variable declaration. Macros can also be created and run using these programs. An *ARexx* port allows other Amiga software titles to access *TurboCalc*, and vice versa.



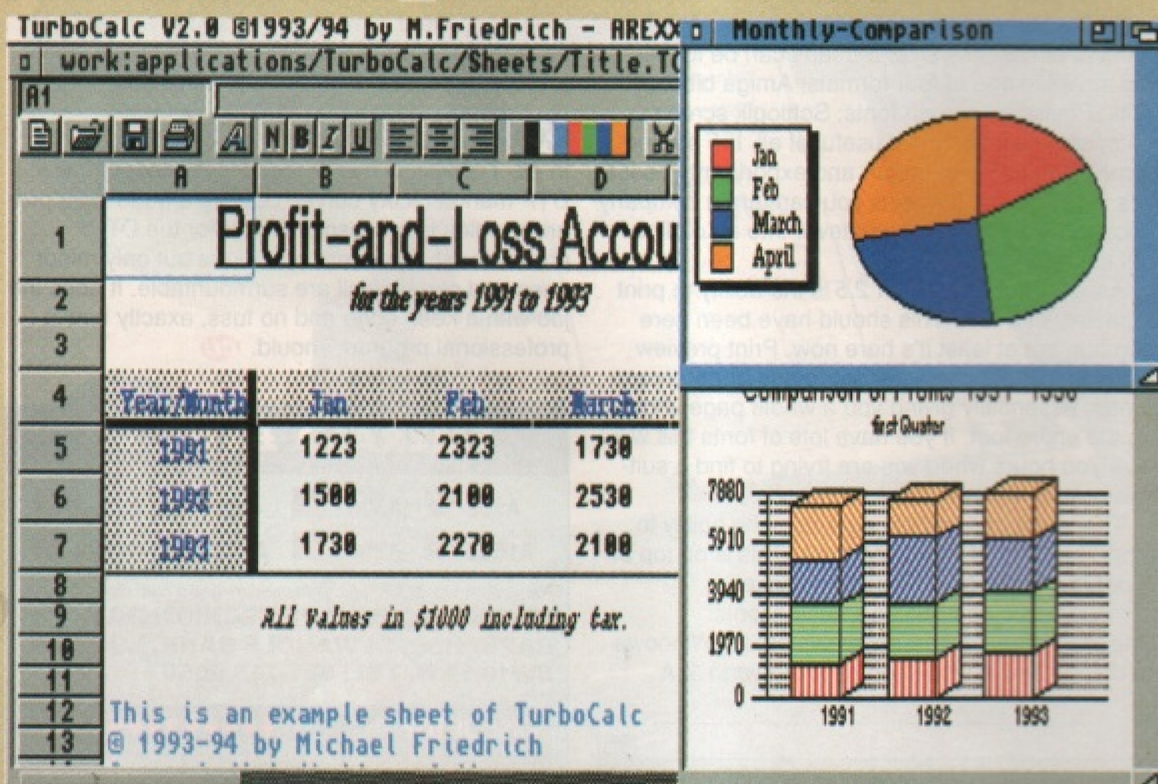
NORMAL SPREADSHEET

TurboCalc, although not as big as *ProCalc*, has a huge range of mathematical functions. These are used to perform calculations on data in other cells to produce results which can then in turn be acted upon. Functions are supplied for trigonometrical, mathematical and financial calculation, date/time and spreadsheet interrogation, database facilities and text processing abilities. There are 100 functions in all.



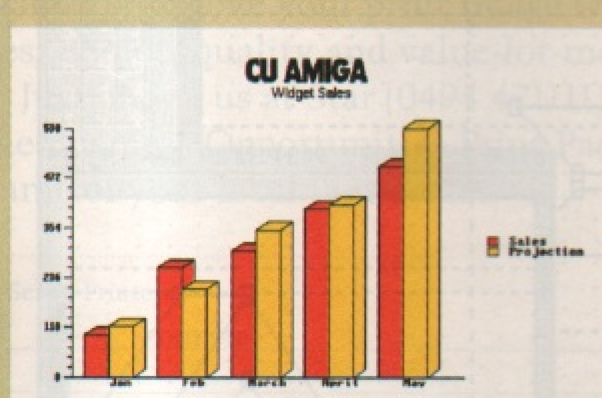
FORMATTING

Not only can *TurboCalc* handle all the normal spreadsheet number and currency formats, but the contents of cells can be set to any font, size, and colour. A basic selection of attributes (bold, italic and underline) can also be applied. In addition to this, individual cells and groups of cells can be framed (ie a border added) to highlight them or create forms.



GRAPHS

The data in the spreadsheet can be easily converted to graphs, with column, line, step, bar, point or pie diagrams all possible. The graph can have headers, footers, legend and axis labelling and can be finally be saved out as an IFF for use in any other Amiga graphics package.



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EASE OF USE 93%
Outstanding, the intuitive design and fast response make it fun to use this program.

VALUE FOR MONEY 85%
Very powerful for the money. I'd expect it to be priced a lot higher.

EFFECTIVENESS 90%
Fast, capable and powerful.

FLEXIBILITY 92%
A full programming language, ARexx, macros what more could you want.

INNOVATION 89%
The tried and tested technology of the spreadsheet updated with the trappings of modern Amiga applications.

"The best new spreadsheet available for the Amiga."

OVERALL 94%

TYPESMITH 2.5



André Digard gets to grips with the finer points of the latest version of the popular outline font editor.

Trying to find the ideal font for your latest creative efforts can often be a chore. You know how it is, you can spend hours going through all of the various fonts in your collection. Then, horror of all horrors, the only suitable font turns out to be a PD one with a few duff characters in it. Now you can all breathe a collective sigh of relief as *TypeSmith* comes to the rescue.

With *TypeSmith* you can edit those nasty characters into beautifully-crafted letters which hold their own with the best commercial efforts. It provides all of the tools you need to manipulate a font into shape, letting you do anything from minor adjustments to starting again from scratch. *TypeSmith* holds a unique position on the Amiga in that it is the only outline font editor available, though it is easily good enough to see off any competitors on other machines.

When you first load the program you are presented with a quite disappointingly simple screen. There is a large toolbox on one side but it only has a few tools and the menus seem rather limited. However, don't be fooled *TypeSmith* has a lot of tricks up its sleeve. The toolbox may be spartan but fonts are extremely simple creatures, they don't need many tools to manipulate them. The menus hide a wealth of requesters and features which should really bash your fonts into shape.

NEW FONT FEATURES

Just about every aspect of font creation is covered, whether you just want to put together a simple bitmap font or create a Postscript extravaganza. Amongst the best features is the program's ability to automatically trace a bitmap font into an outline font. The results nearly always have to be tidied up by hand but it still saves an incredible amount of time. You should be warned though that any font below about 30 point is almost certain not to trace in properly and will have to be done by hand. One new feature in this version of *TypeSmith* is 'Reduce Points' which is a godsend if you use the autotrace feature. Reduce points removes all of the font's extraneous points, giving you a neater outline and speeding up the time taken to tidy the font up.

TypeSmith covers all the bases when it comes to bitmap font creation and editing, you can create a font of almost any size. Bitmaps can be loaded and saved in one of four formats; Amiga bitmap fonts; Postscript screen fonts; Softlogik screen fonts; and, perhaps most useful of all, IFF screen format. The ability to import and export fonts as IFF files is wonderful. It means you can turn a company logo, cartoon picture, or whatever into an outline font character.

Another new feature in *2.5* is the ability to print a preview of a font. This should have been here long ago but at least it's here now. Print preview sends the whole character set to any preferences printer, essentially giving you a whole page showing the entire font. If you have lots of fonts this will save you hours when you are trying to find a suitable one for the task at hand.

The major part of this upgrade is the ability to import and export TrueType fonts. This is on top of *TypeSmith*'s ability to handle Postscript, Compugraphic and Softlogik outline fonts. TrueType is the standard font system for Windows on the PC and is also used by *Wordworth 3*. A surprising omission from this upgrade is Nimbus Q, the font system used in *Final Writer* and *Final Copy*. Whilst Nimbus Q may not be the most commonly used font system, there are certainly enough *Final Writer/Copy* users to warrant its support. This isn't too worrying though as both word processors can use Compugraphic and Postscript fonts.

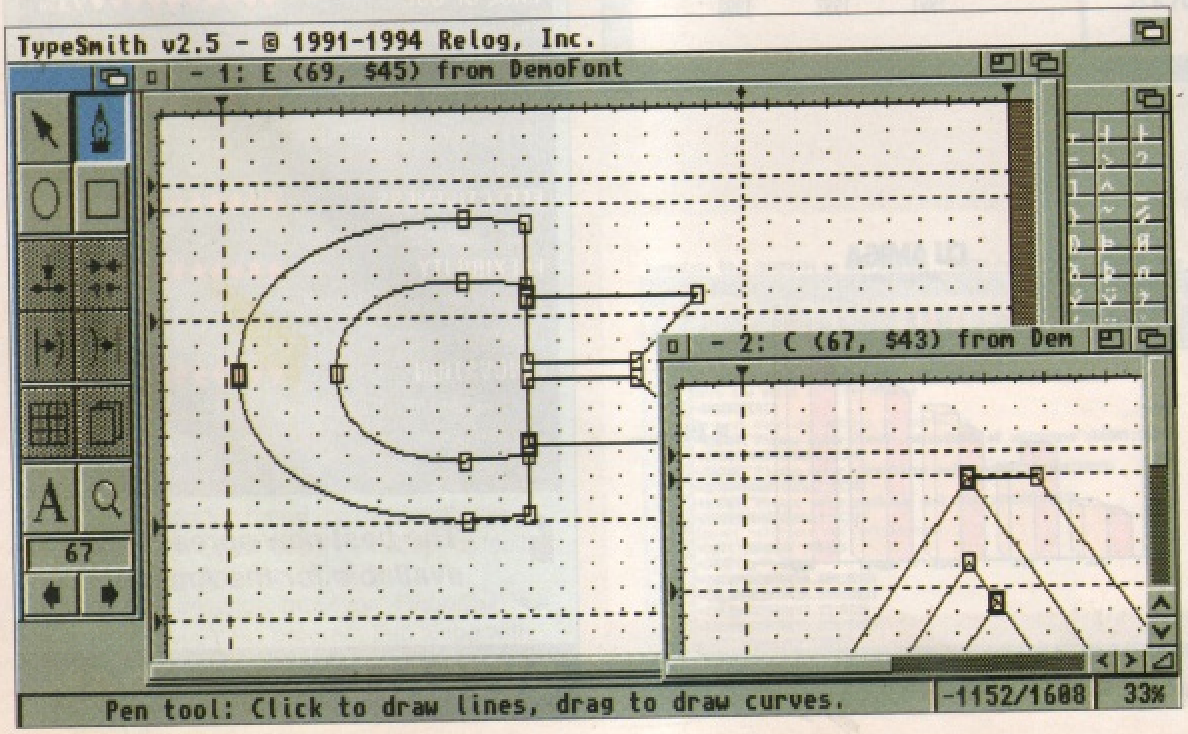
The ability of *TypeSmith* to import and export different font formats is probably its biggest selling feature. Realising this has lead to some extremely useful automation features in the program, such as the ability to convert an entire directory of fonts from one format to another. The program also supports the use of *ARexx* and provides some useful scripts.

MINOR GRIPE

My only major gripe about *TypeSmith 2.5* is the upgrade manual which is supplied on disk. With the price of *TypeSmith* it seems reasonable to expect a properly printed 'New for Version 2.5' addenda at the very least. After all, *TypeSmith* is priced well into the professional software bracket.

CONCLUSION

In all, *TypeSmith* has its own little corner of the DTP market nicely carved out. It's a good solid program which is an absolute must for the DTP professional. There are omissions but only minor ones and certainly all are surmountable. It does the job with a keen edge and no fuss, exactly how a professional program should.



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EASE OF USE 95%
Simple and effective tools, fast and efficient menus. The whole thing is very well thought out.

VALUE FOR MONEY 85%
The only one of its kind but perhaps a little too firmly into the professional price bracket.

EFFECTIVENESS 98%
Possibly the most important DTP addition. A superlative example of good design.

FLEXIBILITY 89%
Only Nimbus Q is missing, otherwise Typesmith is supremely comprehensive.

INNOVATION 91%
Genuinely useful new features such as 'Reduce Points' make for a worthwhile upgrade.

"The essential sidekick for any DTP program."

OVERALL 93%

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ENCRYPTION SOFTWARE

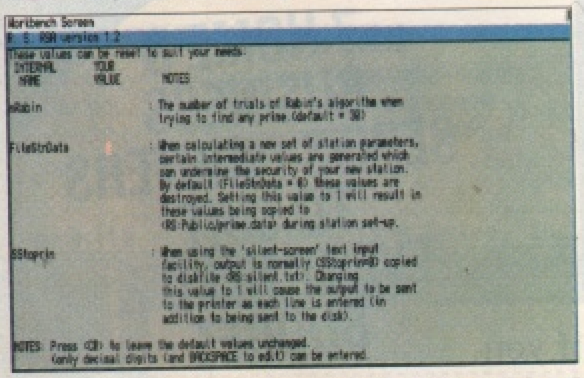
Ssshhh ... John Kennedy will say this only once ...

Heard of the clipper chip? It's the US government backed cryptography system which they want everyone to use. It's extremely secure, but not to the US government who designed a back door into it, and are therefore able to crack it.

Not everyone is happy with this arrangement, and there are several programs which use the so-called 'public key' methods for encoding messages. In fact, government agencies don't like this (they like to know what's going on but only for our own good, of course) and tend to get shirty when someone writes a program that they can't crack.

The most famous of these programs is *PGP* (Pretty Good Privacy), which is available on a wide variety of computer platforms. There are commercial programs which will achieve the same aim (with better and worse results) and now there is one for the Amiga. The program doesn't actually have a name (it's known as RSRSA20 to its friends), and it requires an Amiga with a 68020 or better and a printer in order to operate. Once loaded, there is a short delay whilst internal tables are calculated, and you are then presented with a menu. From here you can choose from the options to encode or decode a file and change various settings.

The default settings may be changed to allow input to be mirrored to the printer for checking.



For example, a text file or typed message can be encoded using your own personal 'key', and the resulting file can then be saved to floppy disk. From here it can be posted or transmitted electronically to the receiving site, where another copy of the program is running.

Here, using another 'key', the decoded output is sent directly to the printer. Unfortunately you may have to change the default printer settings, as the software (rather stupidly) doesn't deal with carriage returns in the normal way.

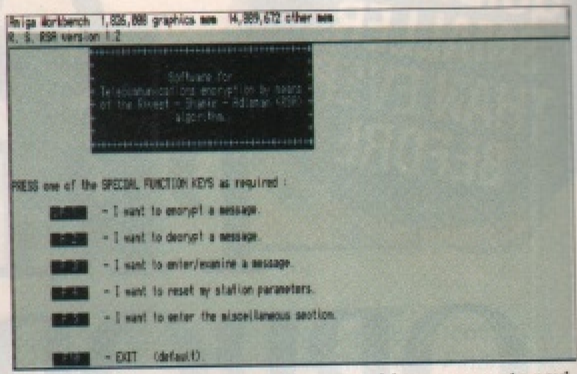
Whilst the message is en route, no-one who intercepts it will be able to discover the contents without access to the secret key. The program is therefore ideal for sending sensitive information either by post or through public electronic networks.

PAPER WORK

As far as the documentation goes ... oh dear. The spiral bound tome bears an uncanny resemblance to a university thesis, even going so far as to have some photocopied performance graphs included at the back. The text is a shambles of cryptic anecdotes, general notes of security, sometimes contradictory ramblings and an extremely poor tutorial section. There is no denying that some sections make good reading, but as an instruction book for a software package it sucks. For a product which is designed to make encryption a tool for business and personal use, it falls flat on its face. Students of cryptology will find it both fascinating and frustrating, there are no reference or bibliography sections.

The software is tediously written to ignore all the niceties of the Amiga operating system, and instead of a Windows, menus and requesters-based system opens a single un-movable window, driven solely by function key presses. In use it is un-necessarily complicated.

However, this isn't an arcade game which requires flashy graphics – it's a tool for taking a text file and ensuring no-one else can read it. It is (apparently) an implementation of the Rivest-Shamir-Adleman algorithm, which means it offers a



The encryption software uses key-press driven screens to navigate between the different sections. Some are as unfathomable as the text it encrypts.

Class B security system; "uncrackable by any large multi-national company, but might be broken by a national intelligence agency prepared to commit several months and £50,000+ to the task". The author can provide a Class A system if required for additional cost. The software costs £200 for the Class B system, and £500 for a Class A system.

CONCLUSION

There is simply no way that I can test if the claims of this program are correct. Like the author, I have a masters degree (I wonder if he got his in cryptology with this as his thesis?), but unfortunately mine is not in mathematics. To sit down and work through the appendix on number theory would take me a while, and at the end of it I still have no guarantee that the program is actually based on the maths.

On the other hand, to the best of my knowledge at least, the author seems to know what he is talking about. He claims that the program is one of the most powerful software based systems available to the public, and also hints that dark forces (that is, Scotland Yard) may be interested in his plans – so obviously you should buy now before you need to arrange visiting rights. The public domain program PGP is probably adequate for anything that I will need to send, but if you do need to move sensitive material around, contact the author.

ENCRYPTION SOFTWARE £200/£500

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EASE OF USE 50%
A great step backwards for Amiga software.

VALUE FOR MONEY 70%
How much could you loose if your data fell into another's hands? This is your measure of value for money – it's up to you.

EFFECTIVENESS 90%
I don't know but I'm prepared to trust the author.

FLEXIBILITY 60%
Only encrypts plain text and only a file at a time.

INNOVATION 92%
Whether due to paranoia, or a genuine desire to maintain freedom of speech, programs like this should be given recognition.

"One of the most difficult to review programs ever. Poor implementation of what could be a fascinating concept."

OVERALL 70%

ENCRYPTION – WHAT IS IT, WHAT DOES IT DO?

It used to be solely in the realm of governments and embassies, but these days it's the high-powered business users who need to keep tabs on their data. Records of sales, details of emerging patents, (bribes to officials even, though this couldn't happen in our fair country, could it?) – all this text-based information simply cannot fall into the hands of rival companies.

There are many stories regarding the lengths to which spies will go to in order to uncover data – including parking special TV detector vans outside offices and remotely reading the text as it appears on the VDUs inside with special equipment.

Also, with the amount of information being transmitted via the Internet, some reliable way of sending data (such as credit card details) is essential.

One solution is public key cryptography, which works like this: Agent 'X' lets everyone know a special 'key' – a random collection of text and numbers. This is the public key, which has been calculated by his encryption software. You may have seen examples at the bottom of Email messages.

Anyone wishing to send 'X' a message, takes the text of their message and processes it using the encryption program and the public key. Now the message is in a coded form, and the only one who will be able to read it is User 'X', because only he has the secret key associated with the public key. Both keys are needed to decode the file.

This form of encryption is so good that it would cost many thousands of pounds and a great deal of time to decode and many governments are wary of it being used by criminals, although some would say they simply don't want to be unable to keep tabs on their citizens.

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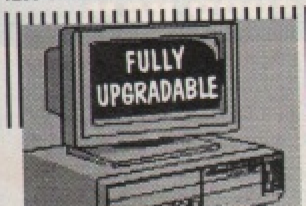
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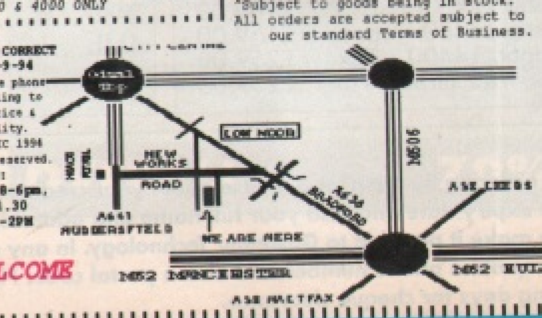
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Xcad

X-CAD is one of the Amiga's most powerful applications and now the entry level version of this powerful program is available as a budget program well below its original price. Andy Leaning takes a second look at it.

CAD programs are every budding architect's dream. They produce pin point accurate diagrams which enable users to design and visualise real-life items such buildings and objects. And, therefore, are extremely useful as plans for builders to follow. *X-CAD Designer* is one such program. It is a tremendously powerful and flexible application. Originally, the program sold for £139 but it's now available for considerably less. So just what does this lower-price version offer?

UNIQUE STYLE

Perhaps the first thing Amiga users will notice about the program is that it has its own unique presentation and method of operating. This is because *X-CAD* can be used alongside other *X-CAD* programs across a range of computers so a standard look and feel is vital.

Also, as the program is designed to produce plans and illustrations that are completely accurate to real life dimensions, the user interface is designed to allow the easy and rapid entry of numbers at practically every point in the program. This naturally means the program is not as easy as a normal drawing or painting program but it also ensures that the program is very good for its intended function.

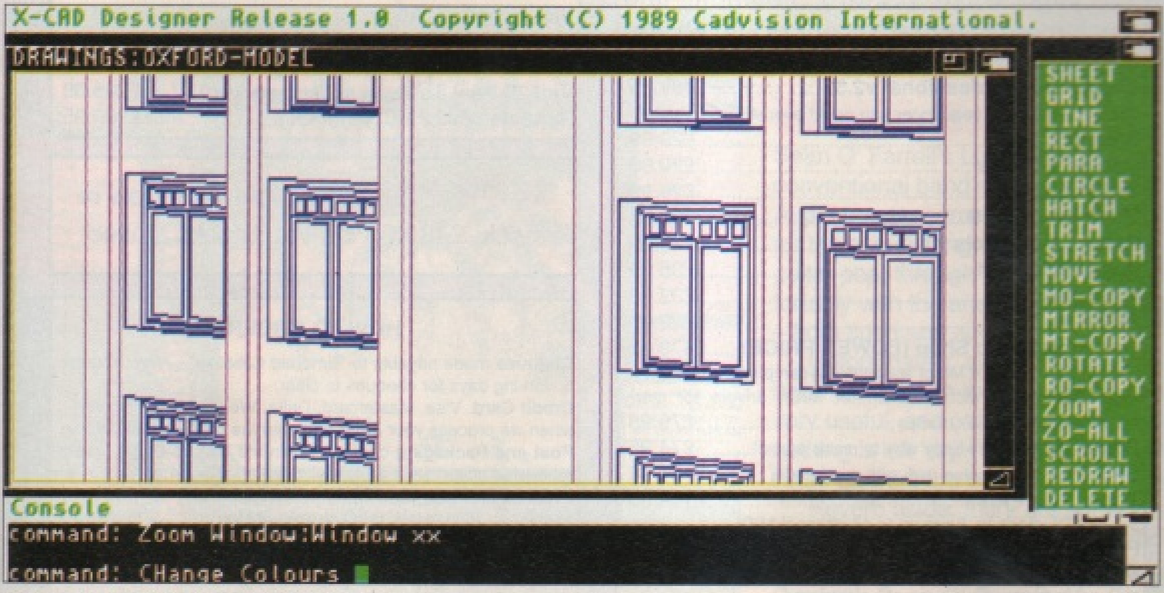
SOPHISTICATED

X-CAD offers a variety of basic drawing functions (line, rectangle, circle) with which you can make up sophisticated plans and diagrams. These functions can be on multiple layers, and once added can only be manipulated if you specify the layer being worked on. There are then a number of further tools which allow further manipulation of the basic forms (copy, rotate, angle, trim). For instance you could draw a square, then remove one edge, and add two diagonal lines making a roof. Into this you can draw a square forming the window and then duplicate this around adding three additional windows. This is all done to precise measurements, and there are a wealth of features to add information to the diagram providing all the details needed for someone working from the illustration, an example being adding dimensions (lengths or lines, angles in degrees etc).

The commands are accessed via a menu strip down the right-hand side of the screen, clicking on these then brings up a series of further options which modify the basic function (specifying for example the line thickness and length) alternatively you can click on the tool bar and then draw directly onto the page. Otherwise you can type in commands directly, giving the parameters as you type, although more long winded at first, once mastered this is a very rapid and precise method of creating images.

This style of operation takes a little getting used to and I'd much rather have a simple click and draw style interface with the option to enter numeric parameters as needed. It could certainly do with having more real-time visual feed back when manipulating previously drawn graphics, you don't get the opportunity to move lines around and see them move, it's more a case of select the operation, tell it which objects to affect and then it positions them instantly. Not a major disadvantage but less intuitive.

X-CAD Designer in action.



CONCLUSION

X-CAD Designer is a powerful, and flexible program and the price it's now available at makes it a definite bargain. For real CAD applications it's a good, solid program. For normal 2D illustrations although unusual in operation, and fairly difficult to master, *X-CAD Designer* can create illustrations that would otherwise be difficult to generate with equal quality and does so for a lot less cash than any other Amiga 2D package. CU

SMALL WORLDS

Whilst using X-CAD Designer I was also working on a project in *LightWave* (*X-CAD* with my left hand, LightWave with my right hand!) and it struck me how similar in core function these two programs are, although their user interfaces differ considerably.

But the relationship between CAD programs and 3D rendering programs goes much further. CAD, as I said the start of this article, is about designing and visualising objects. It's not surprisingly therefore to find that CAD programs are working their bottoms off to add ways of letting users see their designs in 3D, a la some form of 3D rendering ability.

Not surprisingly the bigger versions of *X-CAD* now support 3D creation and rendering, allowing buildings etc to be designed in and then viewed in glorious 3D. Meanwhile the PC equivalent of *LightWave* (*3D Studio*, only £3,500!) is developed and sold by an company called AutoDesk - who just happen to be the developers of AutoCAD – a market leading CAD package and *X-CAD*'s big rival. In fact the next version of AutoCAD will use *3D Studio* as its rendering software. It's a small world!

This relationship between CAD and 3D is also filtering through to other 3D programs, the new 3D terrain creation program (World Construction Set – see news pages) can load AutoCAD objects letting you add man-made objects (roads etc) to your landscapes!

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READERS' MUSIC

THE HILLS ARE ALIVE...

Tony Horgan takes a look at some demo tapes and commercial releases from CU AMIGA readers.

NEW DREAM NATION

DJ mixing is the style here. Current dance records have been used as source material, sampled in large chunks, and mixed together. The slant is towards house and garage. As the producer admits, these are probably not commercially viable, due to the large number of copyrighted samples. Even so, it's worthwhile as a demonstration of what can be done.

Sound quality ranges from good to bad, settling down somewhere in the middle. When the mixes work, they're pretty good, but too often they're spoilt by loops running out of time with each other, and bad clashes of pitch and tuning. Good fun though.

Contact: DJ Ballistic, Future Groove Records, 2b Oval Road, Erdington, Birmingham B24 8PL.

LOBOTOMANIA

Hailing from Italy, Lobotomania supplied four mixes of a track called Technocop. In its original form, it's a bass heavy techno stomper, although to be honest there's not that much stomp in it. Most of the sounds are familiar from Amiga demos and old style hardcore techno records. None of this is particularly memorable or exciting, but there's plenty of Terminator-style speech, gunfire and explosions to prick up your ears. There doesn't seem to be much variation from one mix to another. A bit bland in general, but not bad.

One point I should mention is the order of the tracks on the tape. The last mix is considered by Lobotomania to be the best. If you're releasing a demo tape, always put your best track at the start of side one. People are lazy, and won't bother to listen through to the end if they don't like the start.

Contact: Alessandro Melazzini, via Valeriana 28, 23100 Sondrio, Italy.

GALACTIC NIGHTMARE

Production quality on this one is excellent. It wasn't actually written with the Amiga though, but it is so good we thought it deserved a mention. It's a "Science fantasy musical", that tells a story with the use of music and spoken interludes. According the to composer, Alan Jefferson, it took several years to produce, with limited equipment and no sequencer.

After an excellent start, the synth-dominated music gets a bit cheesy, and slips into mid-80s style new wave pop in places. It's at its best when it's dark and gloomy. Copies of the 98 minute tape are available from the following address for £6.95. This price includes a free storyfile and a colour poster.

Contact: Alan Jefferson, 11 Cedarwood Drive, Springhead Grange, Hull HU5 5HZ. Tel: 0482 563440.

FANTALYST

Fantalyst has just got a 12 inch vinyl release on Condor Records. The Fantalyst track shares the EP with three others from different artists. This isn't your average dance record by a long shot, taking influences from all over the world to build up its patchwork of percussion and tinkly melodies made from Indian-style twangs.

Fantalyst also supplied a tape containing other tracks. Strange tracks they are too. While some sound a bit like Jean Michel Jarre with their bleepy beats and tinkly bouncy tunes, others are very experimental (that's putting it politely). Then there are those that sound like the music you get in the gaps between the school's programmes on TV. Sound quality on the tape isn't too hot, but it's better on the EP. Fantalyst has got itself a commercial release with nothing more than an Amiga, *Protracker 1.1* and a Megalosound sampler, and if only for that alone, should be congratulated, and should encourage others to keep plugging away. Copies of the EP are available for £3.99 from the following address.

Contact: Fantalyst, 70 Station Road, Ditton, Aylesford, Kent ME20 6A. Tel: 0622 718164. Make cheques payable to Brian Bennett.





LOOK BACK IN ANGER

Sean O' Farrell's Look Back In Anger is now a one man band after slimming down from a conventional band set-up. This tape 'It's the Ghosts', was created with an Amiga 1500, an Audio Imager sampler, an Alesis Quadraverb (outboard multi-effects unit), and *OctaMED 5* for the sequencing. The 17 tracks on the tape cover a wide range of styles, from jangly indie guitar pop, through to technoid dance music. The rock guitar rhythms sit surprisingly comfortably with the analogue synth loops. Added interest is injected with various vocal samples – both sung and spoken.

Unfortunately, all of the tracks have been put through the Quadraverb. The tracks have been fed through the reverb and phaser effects, which ruins them. Reverbs and phasers are very useful, and can vastly improve a track's sound, but only when used appropriately. If nothing is left 'dry' (with no effects), then the result is a cluttered, muddy sound. Background noise also creeps up to intrusive levels.

Reverb aside, there are some good ideas, and good tracks on the tape. Some lack direction, and the hooks are in short supply, but other than that, these are good, poppy tunes that could be worth expanding on. Just hold back on the effects!

Contact: Sean O' Farrell, 18a St John's Way, Archway, London N19 3RR.

SAMSUNG SP-2417

DOT MATRIX PRINTER

One of the biggest computer peripheral and consumer electronics companies in the world has launched a low cost, and very quiet colour dot matrix printer. Andy Leaning takes a peek.



The Samsung SP-2417 – a good sturdy printer.

Samsung have figured quite a lot in the recent Amiga press concerning their involvement as a possible buyer for Commodore. Not much has happened in this regard but all this palaver hasn't held up their R&D teams. The Korean-based electronics giant (they're the world's largest manufacturer of monitors and DRAM memory) has now launched an aggressively-priced dot matrix printer.

The new printer – the SP-2417– is a fairly standard looking affair. Very similar to the rest of its class in design. It has a low, oblong-shaped profile, a dark plastic cover over the recess and a paper feed knob on the right-hand side. Inside this fairly typical design is a fairly typical 24-pin dot matrix printer, pumping out 160 characters per second in draft (53 in letter quality mode), with a 14K buffer.

There are a series of rubber push buttons on the front to control various aspects of its operations, whilst the Centronics interface is on the right-hand side, and the on/off switch is found on the front. Paper can be either tractor or friction fed, with a pull-out front paper tray to making loading paper far simpler than most.

Setting up itself is pretty straightforward. However, unlike other printers where the colour kit is either prefitted or installing it is a very simple procedure, fitting the colour kit into this one is a bit of a bind. The Samsung model involves a complicated procedure where a ribbon cable needs to be fed through a small gap, screws need to be undone and then redone; need I go on?

However, once the printer is finally set up, complete with clour kit it's easy enough to use. The buttons on the front provide all the usual functions, paper loading, font selection (Gothic, Roman, Elite, Sans Serif, Script, and Courier) etc and a quick self test mode.

But most of the time you'll control the printer from the Amiga and won't need to use these, apart from loading paper and turning it on line.

Once again we have used our furry friend as a benchmark for printing quality.



The results speak for themselves. The Samsung's print quality and speed is good, although the slower Seikosha has much better definition.

AND THE CU AMIGA PANEL SAYS

In July CU AMIGA introduced a new set of printer bench tests. These were designed to give an accurate and impartial test of the speed and quality that a dot matrix printer could achieve. There were two tests, the first was to run a custom written Amiga bench test program that sent a set series of instructions to the printer. By timing how long the printer took to print these characters we have an accurate figure of how fast it is. These can then be compared to results from other printers to give an accurate assessment of how fast the printer is. The second test was to show a set panel of judges a sample printout and ask them to rate it, these scores were averaged, again giving an overall figure.

SPEED RESULTS

Samsung's printer turned in a respectable 41 seconds in The CU AMIGA bench test program, compared to 40 seconds for the Citizen ABC and 43 for the Seikohsa SL-96.



The Citizen ABC 24 – one of the leading contenders.

PRINT QUALITY

For print quality our panel thought that its graphics output was a little faint, and suffered from excessive banding, whilst text fared a little better, although a little rough around the edges. The panel awarded it 5 out of 10 for graphics, and 4.5 for text.

ALTERNATIVES

CITIZEN ABC 24. Reviewed in July 1994, a well thought out and well built printer, 86% Price: £139 incl VAT.

SEIKOSHA SL-96. Reviewed in July 1994, good all round home or small office printer, 89% Price: £175 incl VAT.

PRINTER DRIVERS

Unlike the existing champions of Amiga printers, Citizen, Star and Seikosha, Samsung don't include any dedicated Amiga printer drivers with their model.

Although you can print from the Amiga using a standard Epson LQ driver, this doesn't deliver particularly outstanding prints. If Samsung released a dedicated Amiga printer driver I'm sure much better quality printouts could be achieved.



Samsung's printer doesn't quite beat the Seikosha SL-96 – except on price.

PICTURE QUALITY

Pictures produced with the printer were notably faint, and much darker than they should have been. They also suffered from serious banding, particularly over blacks and deep purple colour areas. Text prints were again faint, although they were clean with little interference from surrounding colours. We felt, however, that they were too faint for serious use.

QUITE QUIET

One area where this Samsung really scores points over the competition is in the amount of noise generated as it prints, or rather the lack of it. The SP-2417 has got to be one of the quietest printers I've ever heard. In fact during the testing I had to check several times that it was still working – admittedly I was across the room, but you don't expect a dot matrix to be this quiet!

CONCLUSION

The Samsung SP-2417 is a reasonable little printer and would be very suitable for a home environment, especially given its family friendly noise levels. However there are several problems that prevent me from recommending it over the competition.

Firstly, and most importantly, is the fact that its print quality is not as good as the Seikosha SL-96, although it's close to the Citizen ABC. Secondly, the fitting of the colour kit needs a radical overhaul, it's far to difficult compared to the plug in and go approach of competing models. And finally, our speed tests showed it to be reasonably quick, whilst quality was average.

One redeeming feature, however, is the noise level. It's very quiet – impressively so! When used in the CU AMIGA offices it couldn't be heard across the room, the same certainly couldn't be said for the Citizen ABC.

Overall, the Samsung SP-2417 is a good but not an outstanding printer – unless you have a bad hangover, then you'll really appreciate its quiet operation.

DYNAMIC DIST £129

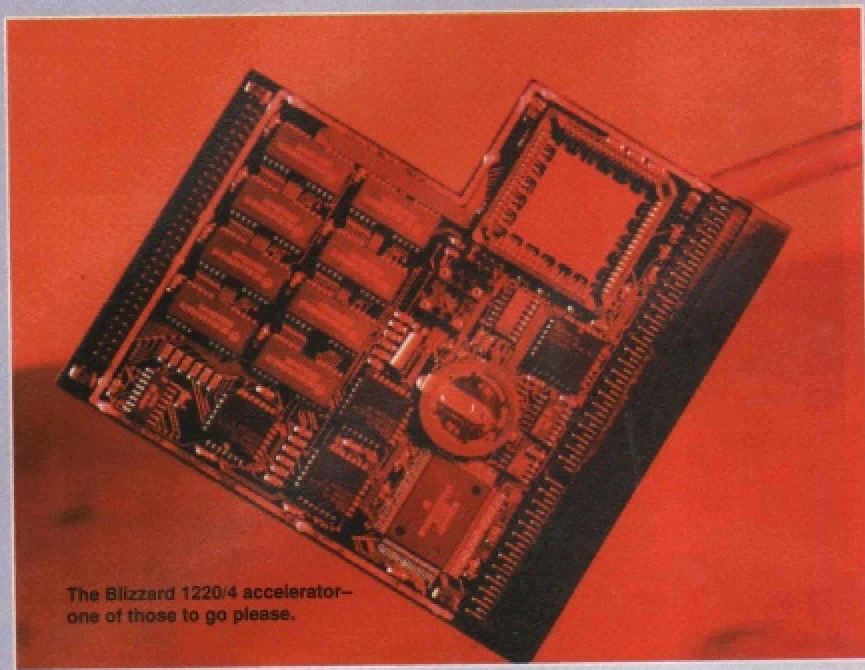
A500 ✓ A500+ ✓ A600 ✓ A1200 ✓
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EASE OF USE	80%
Once installed fairly painless, but fitting that colour kit	
VALUE FOR MONEY	86%
Reasonable for what it offers, but watch out for lower prices in advertisements.	
EFFECTIVENESS	80%
Not bad, but would be a hell of a lot better with a dedicated driver.	
FLEXIBILITY	85%
Suitable for home, but not it is really suitable for office environments.	
INNOVATION	70%
Nothing really new here, although it's remarkably quiet.	

"A solid little printer."

OVERALL 80%



The Blizzard 1220/4 accelerator– one of those to go please.

UPGRADE YOUR AMIGA TO THE BEST WORD PROCESSING SYSTEM FOR FREE!

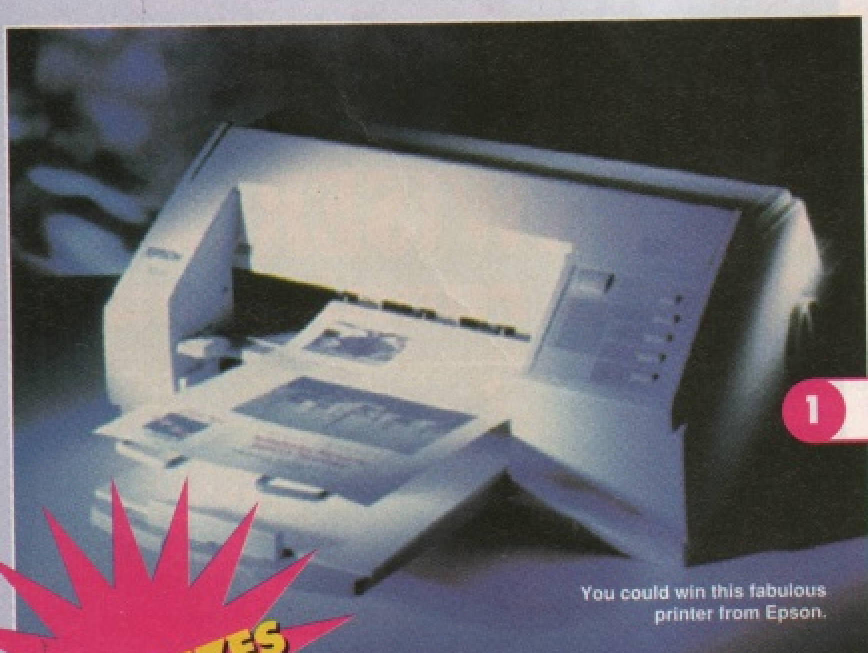
Yes that's right, thanks to the lovely people at SoftWood, Epson and Blizzard you can now win the best products available turning your Amiga 1200 into the ultimate word processing system. This stunning prize includes the Epson Stylus colour printer, the Blizzard 1220/4 accelerator and RAM upgrade, and *Final Writer* – all three are the best products of their type on the Amiga.

To enter the competition all you need do is write the answers to the following simple questions on a postcard and send them to CU AMIGA, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

1 **How much is the Epson Stylus?**

2 **What is Gordon Harwood Computers' telephone number?**

3 **What is the name of the SoftWood grammar checker?**



You could win this fabulous printer from Epson.

THE PRIZES

CU AMIGA have joined up with three of the biggest companies in the Amiga market to bring you these stunning prizes.

Final Writer: is without doubt the very best word processor for the Amiga and everything you could want in a word processor, and many of the features you'd want in a DTP package. SoftWood Products are on 0773 521606.

Epson Stylus: When Epson develop a printer they really go overboard. An inkjet printer with resolutions of up to 720dpi the Stylus gives some of the best quality print outs the CU AMIGA team have ever seen, even at over £700 it's worth every penny and the 98% score we gave it September 94.

Blizzard 1220/4: This little beast will accelerate your A1200 to three and half times (with a speed of over 4MIPS) its normal speed thanks to a nippy 28MHz 68020 processor. We rated this as the best budget RAM and accelerator in September, scoring a very impressive 89%.

All these can be yours by simply answering the above questions.

RULES

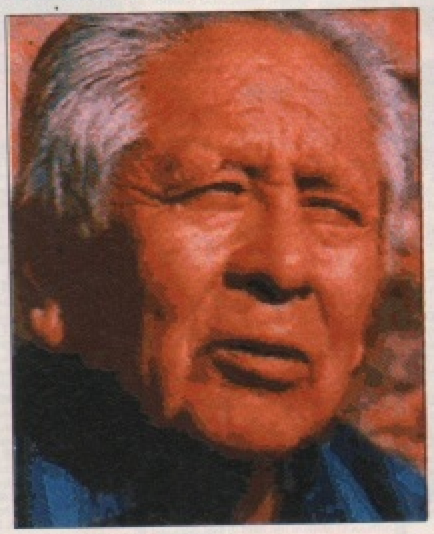
1. No employees of EMAP, SoftWood, Blizzard or Epson may enter.
2. The editor's decision is final, and NO correspondence will be entered into.
3. All entries must be on a postcard, and postcards from other magazines will be disqualified.
4. Entries will only be accepted by post – no personal deliveries – and must arrive at the CU AMIGA offices before December 18th 1994.

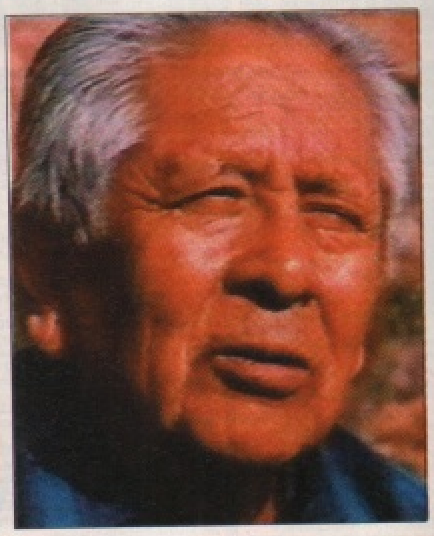
PROGRAB 24RT

24-bit video grabbing has never been so cheap. For £130 you get a 24-bit digitiser that's compatible with AGA and non AGA machines with at least 1.5 Mbs RAM, from Workbench 2 upwards, and 5 pence change. Cheap and nasty? Not a bit of it.

LOW END TO HIGH END

The results you get from Pro Grab depend on the type of Amiga you're using. If you want grabs that look just like the source image, then you'll need an Amiga with plenty of RAM and AGA graphics, or even better, a 24-bit graphics board. These two pictures were taken from the same source grab. The one on the right was rendered on a 1.5 Mb A500 Plus – 32 colours in low resolution. The one on the right was rendered in HAM-8 Super hi-res interlace on an expanded A1200, and looks very close to the original.





THE HARDWARE

Pro Grab 24 is a hardware and software combination. The hardware is contained in a small, sturdy, Amiga-coloured plastic box. This connects to the parallel port with a very generous length of cable, so you don't need to have your video source and Amiga squeezed up together on the desktop.

A PCMCIA interface is also planned for the near future, which should give higher grabbing rates. Video input comes via the composite video phono socket. An external power supply is included. The only other features are the red power LED, and the green LED that indicates the presence of an incoming video signal.

TESTCARDS

To test Pro Grab's fidelity, we set up a test card on one A1200, and grabbed it via the composite output with another A1200. The first image is the original testcard image, which has been loaded directly into the DTP program used to create this page of the magazine. The second image is the test card as digitised by Pro Grab. This highlights Pro Grab's only notable reproduction fault, which gives vertical lines a slightly staggered edge.



The original.



The same image captured with Pro Grab 24RT.



The Apollo IX Moon Landing team, grabbed just before they set off on the mission, and rendered in low resolution with 32 colours for that extra grainy effect.



Once you've grabbed your image, you can load it into any art package for manipulation. The only limit now is your imagination.

THE SOFTWARE

Pro Grab's software interface is nice and easy to use. It looks like a *Scala* presentation, with big buttons and a bold, clear typeface. Menus are kept to a minimum. As far as the user is concerned, the process of grabbing an image is quite simple. A small window is used to monitor your video input, while you hold down the left mouse button. Release the button, and the current frame is stored in the Pro Grab hardware. The next step is to load the image from the grabber into the Amiga, through the parallel cable connection. All grabs are loaded into the Amiga as 24-bit images, whatever machine you're working on. Once you have the 24-bit data in the computer, you can render it in your chosen resolution and colour range, which can be anything up to super hi-res interlace in HAM 8 on AGA machines. Rendering takes only a few seconds on an A1200 with Fast RAM, but can take up to 4 or 5 minutes on an A500 Plus.

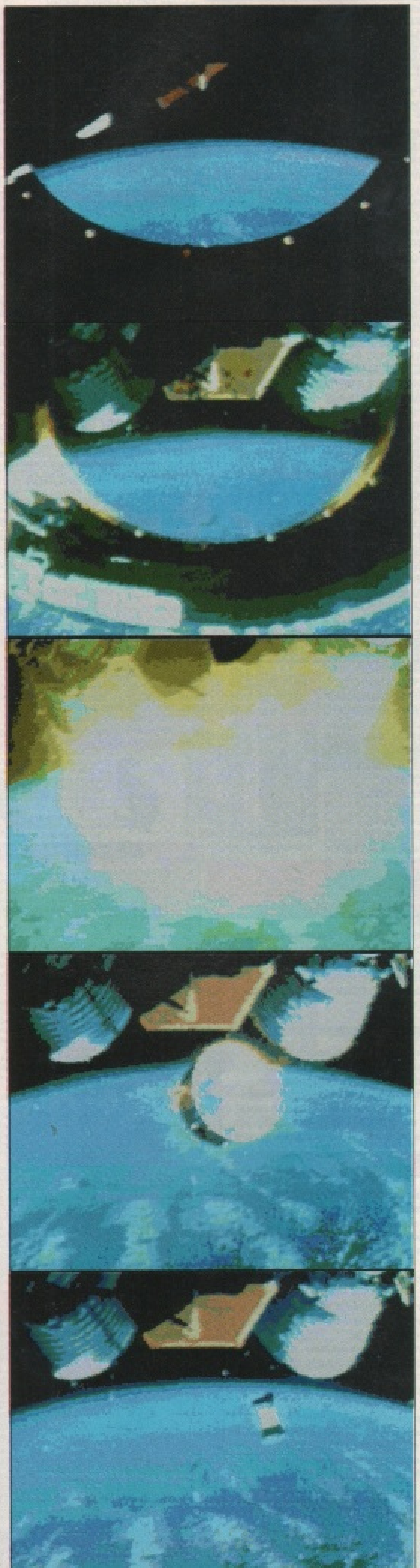
You can then save out the rendered image, or the complete 24-bit data, for rendering in other applications, graphics boards or even other computer systems. These can be saved as IFFs, JPEGs, Clipboards or Pro Grab's own raw 24-bit format FG24. The rendering section includes 19 image processing filters including sharpen, blur, woodcut and bas-relief. Most will be of use at some time or another, but none are particularly revolutionary. Brightness, colour and contrast controls are available from a panel of sliders. These affect the rendering of the 24-bit data, rather than the sensitivity of the grabber.

ANIMATION

It's possible to capture animated sequences from a video source with Pro Grab, but frame rates are severely limited. For example, the best we got out of our A4000/040 was about three frames per second. When used on an A500 Plus, performance drops to one frame every two seconds. Depending on the speed of your Amiga, and the amount of available RAM, you may be able to record animations in full screen high resolution HAMM, or you could be limited to a smaller letterbox-shaped grey scale display. With slower Amigas, when grabbing

ANIMATION EXAMPLES

Here are two example animations. The frames from the first animation were rendered as low resolution full screen 32 colour images. The second animation was a half-screen grey scale sequence. This was loaded into *DPaint*, from where it was stretched to full screen height, and given a more colourful palette.





from a video tape, better results are often possible by taking single frame grabs, advancing the tape a little each time. You can specify a delay between each frame grab, which could be useful for time-lapse photography. Animations are saved out in ANIM 5 format, with different palette for each frame

PICTURE QUALITY

The main limitation here is not so much the Pro Grab hardware, as the quality of the composite video signal. Composite video is sufficient for recording home videos, but it's not ideal. With an RGB video signal, the red, green and blue components of the picture are all sent as separate waves. Composite video mixes everything into one at the source, so by the time the signal gets to its destination (the grabber in this case), it tends to be a little muddled. SVHS is somewhere between the these two systems, sending separate chrominance and luminance signals.

The advantage of grabbing from a composite signal, is that the system can digitise a whole frame in one go. RGB realtime grabbers actually take three successive frames (red from one, green from the next, and blue from the final frame), and combine them to get their image. With a good video source, you can get some pretty impressive results from Pro Grab. The only quibble on this score concerns the horizontal scan lines of the grabs, which are often very slightly out of sync. This can make vertical lines look a little jagged – not so noticeable in higher resolutions, but this can be quite prominent in low-res pictures. HAM fringing has a habit of exaggerating this. Other than that, the results are very satisfying, especially considering the low price.

CONCLUSION

This is an ideal entry-level video digitiser. If you need broadcast quality grabbing, you'll need to go for something a bit posher, but for just about any other application, Pro Grab is very hard to beat. For the money, nothing can touch it.

HARDWOODS £129.95

A500 ✗ A500+ ✓ A600 ✓ A1200 ✓
A1500 ✓ A2000 ✓ A3000 ✓ A4000 ✓

GORDON HARWOODS, NEW STREET, ALFRETON, DERBYSHIRE DE55 7BP. TEL: 0773 521606

1.5Mb RAM and Workbench 2 or higher

EASE OF USE 80%

The well designed software keeps things nice and simple.

VALUE FOR MONEY 88%

Not bad at all. Cheap without too much of the nasty.

EFFECTIVENESS 78%

The end results are definitely not the best of an Amiga digitiser, but are sufficient for many uses.

FLEXIBILITY 80%

Very memory hungry on lower-end machines, but has enough options to be useful on anything from an A500 Plus upwards.

INNOVATION 80%

The high power-to-price ratio has to be the biggest innovation here.

> ***Just the job for beginners and semi-professionals on a tight budget.***

OVERALL 86%

PD SCENE

So much fun for so little cash! It can only be this month's barrel of PD laughs, as hosted by Tony Horgan.

BREATH TAKER

A1200 demo

This is a large demo. So large, that you need 3.5Mbs of hard drive space and 4Mbs of Fast RAM to run it. In a break away from normal demo traditions, Breath Taker is mostly made up of pre-rendered 3D visuals, rather than real-time generated effects, hence the massive memory requirements.

It's a collection of abstract 3D animations, pinned together with brief captions and comments. The Virtual Dreams team have created a dark world of throbbing tunnels, mountains, organic chambers and extra-terrestrial constructions. These are viewed in wonderful 'fly-around-o-vision', in a chunky window that fills the middle third of the screen. It's all set to a burbling acid soundtrack. Very nice.

Available from: Cynostic PD, Office 01, New Enterprise Centre, Little Heath Industrial Estate, Old Church Road, Coventry CV6 7NB. Tel: 0203 681687. Disk nos. D0305a+b+c+d+e (five disks). Price: £7.25 including P+P.

89%



DEMO OF THE MONTH









QUEST FOR EXCALIBUR

game

I haven't seen one of these in years. It's a good old illustrated text adventure. You play the part of Arthur, would-be King of England. The game begins with you as a boy, at the start of a quest for your right to the throne. Merlin magically appears before you, gives you all the spiel about the sword in the stone, and then leaves the rest for you to figure out.

From then on, it's 'Go North ... Examine sword ... Take potion ... Open gate ...' and all of that stuff. If you haven't played an adventure game from the pre-point-and-click era, this could seem like a hell of a lot of work. Alternatively, if you like a good story, and miss the style of old text adventures, you'll definitely go for this. Both the programming, and the writing of the text is neat and well thought out. Give it a go if you fancy a bit of typing practice.

Available from: Cynostic PD, Office 01, New Enterprise Centre, Little Heath Industrial Estate, Old Church Road, Coventry CV6 7NB. Tel: 0203 681687. Disk no. G0255. Price: £2.75 including P+P.

80%



THE MAD PREACHER
music demo

Just the job! After wading through stacks of mediocre music demos and modules, this has restored my faith in Amiga musicians. You don't get any flashy graphics or scrolly messages, but you do get four top-notch dance tracks with some great samples. The title track has a ranting evangelist-type spouting on about the evils of television, over a stomping technoid track. Dream, the second track, is more of a head-nodder than a floor-filler, with some nice analogue sounds and an insistent piano loop. The third track plods along nicely, in a housey style. Finally there's a remix of the first track, this time leaning towards hardcore techno.

Good tunes and very good sound quality. Lots of fun and lots of noise.

Available from: Cynostic PD, Office 01, New Enterprise Centre, Little Heath Industrial Estate, Old Church Road, Coventry CV6 7NB. Tel: 0203 681687. Disk no. S0242. Price: £2.75 including P+P.

88%

GIGERPHOBIA
game

How on Earth they managed to stretch this licenceware *Breakout* game across two disks, I don't know. If you can stick with it long enough to get into the game itself (you'll need to sit through the painfully slow intro sequence), you'll be presented with a vertically scrolling bat and ball game. Here's the twist: instead of knocking out bricks with the ball, you knock the stuffing out of an alien! When you've disintegrated enough aliens, you can move onto the next level, which comes with its own revolutionary new colour scheme! Recommended to *Breakout* fans who always thought the game should have an alien in it, and scroll up and down.

Available from: Essex Computer Systems, 15 St Nicholas Road, Tillingham, Essex CM0 7SQ. Tel: 0621 778778. Price: £5.50.

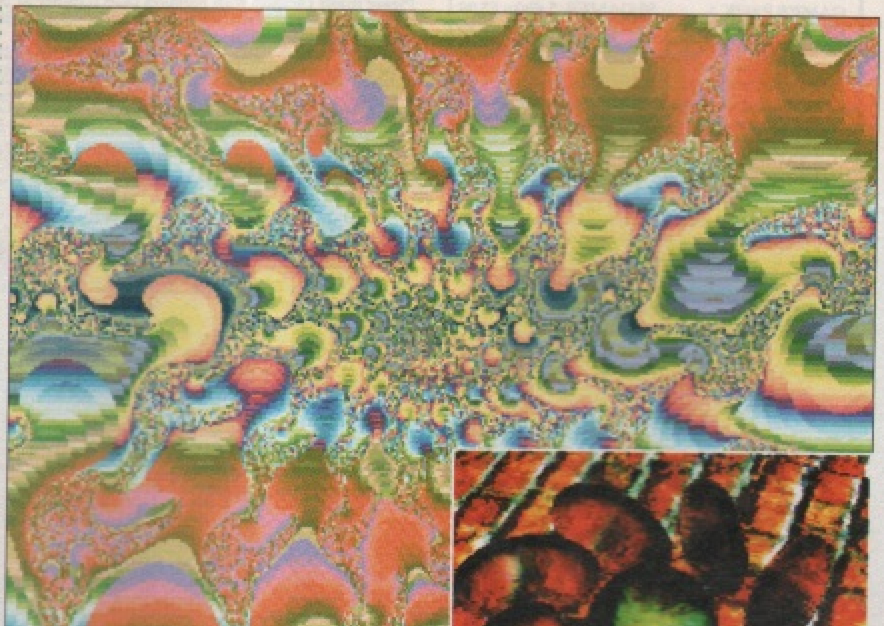
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NANOFLY
game

Crikey! It's a simple collect 'em up game, set in a series of scrolling mazes. Exciting stuff eh? Well it is if you like going around mazes collecting things. Maybe this should have been written with a built-in editor – at least then, you could customise it to suit your own hobby. For instance, philatelists could change the sprites to stamps, and pottery collectors could change them to teapots and vases.

Available from: Cynostic PD, Office 01, New Enterprise Centre, Little Heath Industrial Estate, Old Church Road, Coventry CV6 7NB. Tel: 0203 681687. Disk no. G0258. Price: £2.75 including P+P.

35%



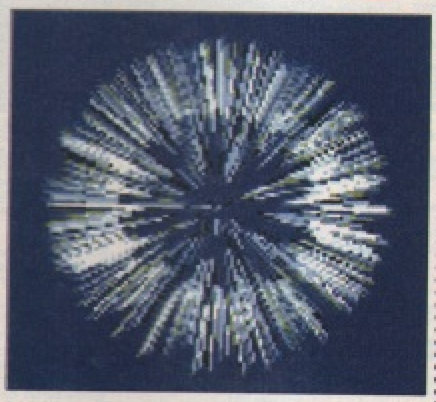


DESPAIR
A1200 demo

It's a moody little chappie, this one from Insane. The ominous techno soundtrack gives the speedy, slick visuals an extra hint of scariness. There's not that much to see really, but even so, you get all the flavour of the month effects, like the rotating and zooming bitmap graphics, chaotic vector patterns, and an old style vertical copper bar sequence. From then on, it's back to normality, with a slow tinkly tune and the credits.

Available from: Freestyle PD, 108 Woodside Way, Short Heath, Willenhall, West Midlands WV12 5NH. Tel: 0922 404023. Price: £2.50 including P+P.

75%





RUMBLE RUBBLE
A1200 demo

It's got energy, even if the graphics and sound aren't up to much. This is one of those non-stop 200mph demos that chucks up loads of strobes and wibbly bits to the backing of a pootling techno soundtrack. Among the effects is a realtime ray-traced ball that updates at about two frames per second. Impressive? Not from where I'm standing! Although most of the effects are on the tame side, there's a nice tunnel of rotating stars, a ray traced animation loop and a strangely colour-cycled fractal pattern. Rough, but mildly entertaining.

Available from: Cynostic PD, Office 01, New Enterprise Centre, Little Heath Industrial Estate, Old Church Road, Coventry CV6 7NB. Tel: 0203 681687. Disk no. D0301. Price: £2.75 including P+P.

55%

MR MONKEY
A1200 demo

A cheeky little monkey skips across the screen to open this one-disker from The Rebels. If you can sit through the tedious patterns with dots and sine waves, there are some good effects to follow. The plasma is particularly nice, although it's confined to a large box, rather than filling the whole screen. An over-long section of blurred bob patterns give way to some clever real time bitmap contortions, before a pleasant firework fountain display gives the credits a bit of zest. Quite slick, but demo fans will have seen it all before.

Available from: Freestyle PD, 108 Woodside Way, Short Heath, Willenhall, West Midlands WV12 5NH. Tel: 0922 404023. £2.50 including P+P.

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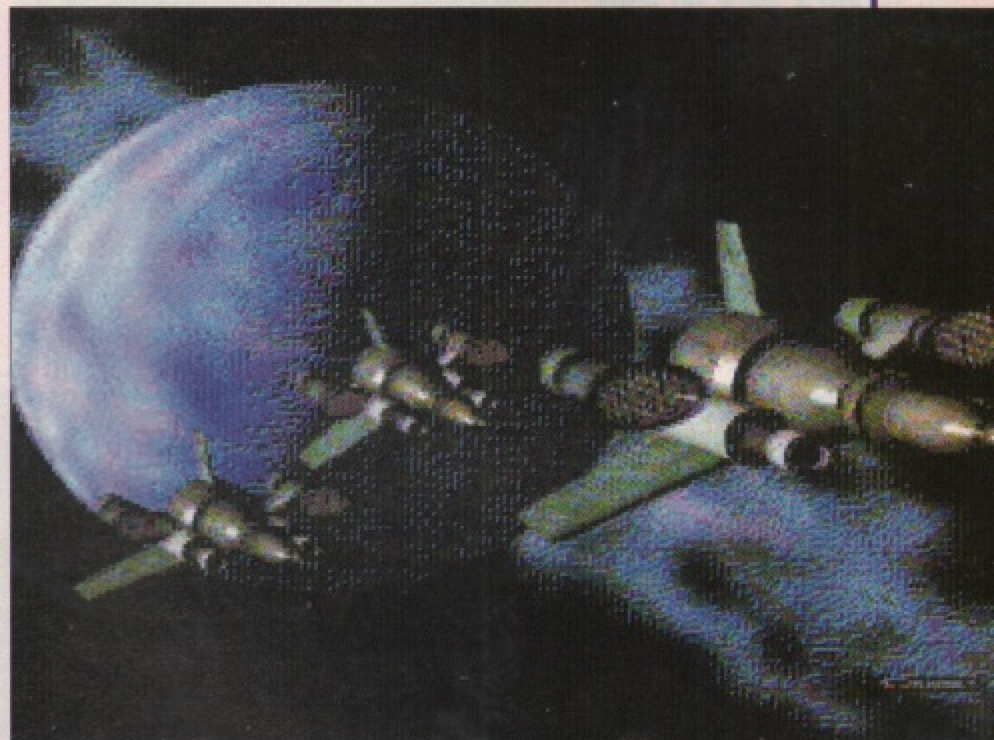




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DISK MAGAZINES

CYBERPUNK NOW!
issue 2



Suddenly all of this cyberpunk stuff is in vogue. Everyone wants to hook up to the Internet and go charging off down that digital highway to virtual heaven. *Cyberpunk Now!* has three sections to satisfy all of this techno-lust.

First is the Cyberpics part, which has seven good images, covering science fiction and abstract spacey patterns. Then you've got the Cybertext. which includes 20 documents on subjects such as cybersex, space art, antigravity, Internet, and some short stories. Finally there's the CyberAnim section, taken up in this issue by a nice looping Tobias Richter movie of the Starship Enterprise sweeping in from the distance. The presentation is pretty basic, but that's no problem. This is real PD by the way: just a quid for the disk, and that includes post and packing! Check it out.

Available from: Asgard PD, 20 Langdale Drive, Wakefield, West Yorks. Tel: 0924 363059. Price: £1.00 including P+P. 78%



AM/FM
issue 19

As ever, the latest issue of *AM/FM* delivers another generous package of articles, tunes and utilities for all Amiga musicians. There's a good variety of features, including reviews of tutorial video tapes, a look at *Music X 2* and *Notator X* (including stacks of screenshots), an excellent article on creating original sounds through distortion and 'misuse' of equipment, demo tape reviews and loads more. The standard of the writing is awful in places, but fine in others. Bjorn Lynne does an excellent job of compiling the magazine, but the text could do with some heavier editing.

Available from: Cynostic PD, Office 01, New Enterprise Centre, Little Heath Industrial Estate, Old Church Road, Coventry CV6 7NB. Tel: 0203 681687. Disk no. AM043. Price: £3.25 including P+P. 80%

STAR TREK CARDS
klondike AGA disk 9



Fancy a nice game of snap, gin rummy or bridge? No, well you'll definitely feel like practising your fancy shuffles when you cop a load of this card game. A while ago, a PD card game called *Klondike AGA* was released. Somehow it slipped through our PD review net, but since then, there have been many support disks released. The format of *Klondike AGA* is such that third parties can release their own files of card graphics (such as this), which can be loaded into the main program. High definition grabs from *Star Trek* have been used for this one, and very nice they look too. The original *Klondike AGA* game is also available from Cynostic PD.

Available from: Cynostic PD, Office 01, New Enterprise Centre, Little Heath Industrial Estate, Old Church Road, Coventry CV6 7NB. Tel: 0203 681687. Disk no. G0244. Price: £2.75 including P+P. 81%





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UTILITIES

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U002 + AMIGA SYSTEM TESTER C.L.I. base tester
U088 LABEL DESIGNER Good labels designer
U101 DATA BASE WORKSHOP (2 discs) Data base compilation
U144 AMIGA FOX D.T.P Desk top publishing for the Amiga
U145 XCOPY PROFESSIONAL Very easy and powerful disk copy
U146 C-MANUAL II (4 disks) Teach you how to program C
U160 600 BUSINESS LETTER ready type business letter
U169 PAINT AND ANIMATE Tool to paint and animate
U170 BIORYTHMS v4
U196 AMIBASE PRO II reagrded the best & easy to use
U220 AMOS PAINT Easier to use than D Paint
U233 SPEACH TOY Make your Amiga speach more human
U242 IMPLODER 4.0 Make more programs fit on one disk
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U390 DATA BASE COMPILATION Three very good databases
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U507 DCOPY III PROFESSIONAL The latest and regarded the best in disk copiers
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U609 MICRO BBC A/B EMULATOR Fully emulate the BBC computer + tutorial
U621 HOW TO CODE IN C (2 disks) Teach you how to code in C (machine code)
U622 ACTION REPLAY (V1.5 or v4) Our best seller to date, copy, rip etc (v4 is for A1200 other Amiga use v1.5)
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U651 C MANUAL 3 (12 disks) This is the big one, the latest in C manual. Ideal for learning C
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U722 EASYCAL + sheet available yet with tons of features eg print & with max 92583 cell available
U724 PARANET SETUP WB (disks)
U726 PARANET CABLE MAKER INSTRUCTION
U731 A-Z CHEAT 529 different game cheats
U727 AREX MANUAL tutorial on AREXX
U728MENU MASTER V3 menu program with password
U730 SOFT AGA EMULATOR (A500+600 ONLY) min. 1.5 meg
U736 AWARD MAKER it makes awards easy 200+ Included
U738 S. KICK PROFESSIONAL V3.2 (WORKBENCH 2/3 ONLY) 3 versions of the A500 emulator (NEW)
U742 HOW TO CREATE AUTOBOOT DISK self explanatory
U743 UTILITIES DISK MAKER 3 create auto boot disk. Ideal companion with above, recommended
U744 FRACTAL MANIA 93 & Biomorphs
U746 GARDEN DESIGNER design GARDEN with shrubs, trees, footpaths etc in full 3D
U747 ASTRONOMY V2 new latest version
U748 ILLUSIONS draw colour cycling effect
U749 DISKREPAIR 3 - 11 disk repair program
U750 MUSIC CATALOGUE (not A500 1.3) catalogue all your music collection
U751 SYSTEM CHECKER TOOL many system tester util
U752 EPU STACKER (not A500 1.3) EPU will double the storage capacity of your HARD DRIVE & DISK DRIVE
U754 PARBENCH installer (complete) connect any 2 Amiga/cdtv etc (just requires Parnet cables)
U755 PRO CAD electronic. The latest circuit board designer, easy to use with examples circuit
150+ PRINTER DRIVER Contains over 150 printer drivers for all sorts of printers
U760 ICON PLUS 1,2 & 3 (3 DISKS) Hundreds of stunning WB2 or above ICONS
U761 RELOCKIT 1.4 (not A500 1.3) new A500 emulator
U774 SID Professional New release disk utilities
U777 TELETEXT RECEIVER (build a teletext receiver)
U781 DOS TRACE V2 latest release
U740 SCREEN BLANKER large collection (excellent)
U750 MR BACK UP Professional back up HD etc.
U789 HD memory v2 Use Hard drive as extra memory
U784 DMS Professional v2 compress 2 disks into 1
U783 POOL WINNER GOLD 1 Pool prediction
U782 CITIZEN PRINT MANAGER for Citizen printer
U846 C64 EMULATOR V3 latest release much improved Comodore 64 emulator *C64 UTIL (2 disks)

GAMES

G096 POPEYE LCD C64 classic conversion
G112 CUBULUS Puzze games based on a RUBIK CUBE
G222 MEGA 21 GAMES collection of 21 game packs
G235 DRAGON CAVE The best animated 3D puzzle game ever. Very similar to Dungeon and Dragon type games.
G237 SCRABBLE high quality board games conversion. Up tp 4 player or play with computer(not A1200)
G256 INSIDER CLUB buy/sell stock exchange games. Share objectives of the games is making money
G272 TANK BATTLE Brilliant 2 player game
G274 MR DUG Arcade conversion (few years back)
G329 MADONNA NUDE PUZZLES 15 puzzles (jigsaw game)
G330 TOP SECRET Brilliant platform games similaar to OCEAN RAINBOW AND PARASOL (not A1200)
G333 CYBER NETIC regarded the best defender type games with all usual powerup .Recomended
G334 DONKEY KONG Rescue your girlfriend (not A1200)
G335 CRAZY SUE 2 cute platform games. Brilliant graphics
G356 WONDERLAND brilliant Mario Brothers games clone
G362 DELUXE PACMAN Still the best Pacman ever released
G366 BINGO CALLER Amaze your gran with this fully speech bingo caller
G373 AIR ACE II Very playable ZENON 3 shoot games
G389 CASINO GAMES Lots of casino type games
G390 TETREN tetrix clone (90% mark in AMIGA FORMAT)
G393 BUBBLE GHOST Game boy conversion and very playable
G400 FIGHTING WARRIOR PD version of Street Fighter 2 amazing large graphic & is it £23.99 cheaper
G410 FATAL MISSION Nemesis clone with 1 or 2 player
G417 FIVE STAR 22 PUZZLE PACK Amazing collection of 22 puzzle type games, our top seller
G422 SERENE 3 similar to the commercial game ZENON
G435 ROULETTE the best casino roulette simulation yet

FREE
16 PAGES PD DIRECTORY

Yes free 16 page printed catalogue giving full description of our entire 4800 + disk (remember this is only a small list of title available) & include many selection that not list like B&W /Colour Clipart, Lsd Doc, Fred-Fish, Assasin games etc etc. To obtain a copy just enclose an extra 36p with your order to cover the extra postage or send a large 36p SAE.

G438 TRAINBLAZER conversion of the C64 classic game
G441 E TYPE 2 the best asteroid clone ever
G443 OLYMPIAD DISK (2 disks) Sport even with Lemmings with the star (very good)
G460 WIBBLE WORLD GIDDY Brilliant platform game with very large & cute graphics similar to the dizzy series
G470 BALL LIGHTING 1 or 2 player multi level platform
G490 MEGA BALL 2 new and highly playable breakout
G500 TRANSPLANT voted the best game of 93, brilliant E-Type clone but much better, loads of powerup & level
G502 DRAGON FIRE Excellent graphics (A500 only)
G519 LABYRINTH II Very good text only adventure
G520 FATAL MISSION 2 (new see G410)
G521 FRUIT SALAD VG Collect/ platform type games
G530 MAD FIGHTER (A1200 only) Supberb street fighter 2 clone with very large well animated charicters
G531 OPERATION FIRE STORM detailed graphic platform games with lots of action/shooting element. Brilliant
G532 AGA KLONDIKE (A1200 only) (3 disks) the best card games yet & each card has different glamour girls pic
G535 BLACK DAWN the best RGP games yet similar to HIRES GUN, very highly rated in most Amiga magazines.
G540 ORK ATTACKVery bloody shooting games with large and detailed graphics
G545 KUNG FU CHARLIES Very cute & playable Kung Fu games with platform
G560 IMPERIAL WALKER Take control of an X Wing fighter in this 3D game
G567 STAR BASE 13 (2 disks) Brilliant graphics Epic adventure like Monke Island 2. Recommended
G568 MONACO Fast furious racing games
G569 SUPERIX Birds eye view Formula 1 racing games
G525 GRAND PRIX MANAGER 93 Very good management type gam, use point & click system. Good
G526 MENTAL IMAGE 1 contains 3 games
G527 MENTAL IMAGE 2 contains 3 games
G528 MICRO MARKET well presented stock market games
G529 SKID MARK extremely realistic & very playable 4x4 of road racing games
G534 CASTLE KUMQUAT Very good overhead (like Alien Breed) games puzzle with lot of inter connect level
G542 ROAD TO HELL Brilliant 1 or 2 player overhead view car racing games with engine upgrade option etc
G544 SUPERTOM CAT New vertical shhotem up games
G546 RAID 4 more refined vertical shhot em up
G657 AMOS LOADSA MONEY another very good fruit machine simulation with exceptional large reel
G659 SLAM BALL Manage your own futuristic team
G660 L.C.D. DREAM Straight conversion of 4 LCD games including Octupus, Parachute, Fire Attack, Oil Panic
G661 POP QUIZ Answer by click on A, B or C box.
More games compilations see the ASSASSIN collection
G662 JELLY QUEST 3D colouring games similar to q bert
G664 NEIGHBOUR GAMES (2 DISKS) graphic adventure
G667 GOLF (2 DISKS) One of the first PD GOLF games
G668 AMOS CRICKET 2 New Amos cricket simulator, very playable if you like this sort of game
G669 MUGSYS REVENGE gangster graphics adventure
G670 ESCAPE FROM DOOM animated graphic adventure
G671 DUNGEON FLIPPER This is the first & only Pin Ball
G672 JIGSAW (2 DISKS) jigsaw games
G673 "BOBBY" GARDEN + DIGGER (NEW) 2 digger type
G674 HIGH OCTANE (NEW FASTER VERSION) not A500 1.3
G675 TIME RUNNER III very similar to the FLASHBACK

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E001 KIDS PAINT Paint package designed for kids
E002 COLOUR KIT Colour book for kids
E003 TREASURE SEARCH Find the hidden treasure
E004 LEARN & PLAY1(not A1200) Maths & games
E005 LEARN & PLAY II for kids (order together)
E006 SPANISH TRANSLATOR (English to Spanish)
E008 MR MEN (A500 only) Story adventure
E009 ASTRONOMY tutorial on solar, star system
E010 SIMON & SPACE MATHS Maths & Simon Games
E011 EDUCATION PACK 1(5 disks) Lots of education programs range from Maths to games. We recomend you buy this collection
E019 DINOSAURS Explains what is a dinosaur
E021 STORY LAND II Interact puzzle game with 4 worlds to visit & solve (buy it...recomended)
E022 LANGUAGE TUTOR 4 languages
E023 TALKING COLOURING BOOK Very good Art/Paint package that talks
E024 EASY SPELL II Improve on their spelling.
E026 WORDS Canm help you solve crosswords
E027 OSWALD Large catoon game kids will love
E31 IQ TEST + IQ GAMES great to test your IQ
E33 +KEYCLICK II Good typing tutor
E35 CHESS HELPER chess tutor program
E38 AMIGA TUTORIAL explains about AMIGA
E39 COMPUTER CARE
E40 GUIDE TO LOWER BACK PAIN Tutorial on the spine and how to avoid back pain
E42 +FRACTION & SYLQUEST 2 good maths programs
E44 STEAM ENGINE V2 Cut away animation of steam engine
E45 PETROL ENGINE Cut away animation of petrol engine
E46 GAS TURBINE ENGINE Cut away animation of gas turbine engine
E54 DEMOLITION MISSION Simple game for kids destroy buildings
E57 APPLE CATCHER Good graphics easy to play
E58 CROSS MAZE & CRYPTOKING
E59 VERB QUIZ Testing you and your child on the word and it related
E61 KING JAMES BIBLE (4 disks) A complete bible on 4 disks fully menu driven
E70 +MATHS DRILLS Help kids improve maths etc.
E071 +ERROR INFO gives you info on error guru messages
E074 +AMIGA BEGINNER GUIDE
E075 +WORLD WAR 2 2nd world war with maps/pics
E076 SCIENCE (4 disks) Excellent mix of physics, chemistry and science programs, recommended
E080 KID PRIX New paint package especially for kids
E081 ASTRONOMY Plot sun location, find star, solar position etc.
E090 KID D.T.P. Easy desktop publishing for kids
E092 SING ALONG RHYMES Jack & Jill very good
E094 HIGHWAY CODE TUTOR - QUESTION ? ANSWER Teach you all the highway code signs
E096 READ AND LEARN with 3 little piggy story
E097 BACK TO SCHOOL 1,2, & 3 (3 disks) lots of games and educational programs for kids. Reccomended
E100 LITTLE TRAVELLER info on world wide places
E101 WORLD GEOGRAPHY map of the world & Britain
E103 DISCOVERY OF THE ATOM (2 disks) tutorial
E104 DESKTOP GUIDE TO MUSIC (3 disks) Massive tutorial guide to making music. Recommended
E107 TRUMPTY FIREWORK ALPHABET Very entertaining way to teach your child the alphabet. Fully animated
E109 MR MEN OLYMPIC (2 disks) Large Mr men character as stars even for this Olympics.Recommended
E110 CULT TV DATABSE (2 disks) info on early films
E115 ELECTRONIC WORLDS (3 disks) new K.James bibles
E116 HOW THE EARTH BEGAN info on the big bang
E117 PAINT BOX DEMO kid's paint program
E118 WORRKBENCH 2 Tutorial (user guide)
E119 DINO WAR Quiz on dinosaurs
E120 JUNIOR MATHS with very colourful graphics
E121 PICTURE PUZZLE Fancy a game of JIGSAW
E122 WORD FACTORY Brilliant, spelling type games
E123 KID DISK 1 best education program includes COLOUR THE ALPHABET 2, Paint etc.
E124 KID DISK 2 more high quality education
E125 JURASSIC PARK must for all dinosaur fans
E126 CHILDREN'S SONGS 2 - 5 excellent children's songs
E127 MING SHU (A500 only) Chinese Astrology
E128 ASTRO 22 PRO V3 latest astrology program
E129 KID DISK 3 (DTP) (follow up Kid Disk 1& 2)
E130 FRENCH VERB TESTER - helps you with French
E131 CULT TV DATABASE II (2 DISKS)
E132 PHOTOGRAPHY - the Darkroom Brilliant demonstration, how to develop (photo) film. Recommended
More education software in catalogue disk

18+DEMOS

0001 +Showering Girl 5 (A)	0030 +Mega Maid* (A)
0003 +Bodytalk (2) (A)	0031 +Calender Girls (A)
0006 +Viz Calender 1990 (A)	0032 +Mayfair (A)
0007 +NIGHTBREED (A)	0033 +Utopia (4)
0009 +Maria Whitaker (A)	0045 +Girl Of Sport (A)
0024 +Sabrina Special (A)	0049 +Page 3 Girl (A)
0025 +Die Filkinger	0070 +Gon Gon Girls
0026 +Madonna Early Days	0071 +Tina Small (A)
0028 +Kathy Lloyd	

100 DEMOS PACK

NEW just release brand new collection of 100 demo must for all DEMO lover destin to be No1 seller ONLY £8.00 SUITABLE FOR ANY AMIGA

DEMOS

D011 MUTITASKING demo of what is multi tasking
D016 DEAD DANCE THRASH good dance music based demo
D050 PINK FLOYD THE WALL (6 disks) Massive music demo lasts a long time (requires 2 disk drives)
D091 STAR WARS DEMO (2 disks and A500 only) Super Star Wars demo lots of X-wing animation
D107 ODDYSEE (5 disks & A500 only) Incredible 40 min space epic journey movies. Recommended
D118 STAR TREK MEGA DEMO A (A500,A1200)
D120 1911 VOYAGE Brilliant demo lot of fill vector
D152 THE ELECTRIC TOUCH Multi scroll vector touch
D174 ACID MIX 5 brilliant acid tracks
D261 FRONTIER Incredible Elite 2 demo animation
D251 MANGA WORLD Brilliant Manga slideshow
D252 JAPANESE LANG Learn how to speak Japanese
D253 SUNTEAM GG ESWAT Eswat games
D254 AKIRA DEMO Akira manga demo
D255 TROOP JUGERNORT 1 Story & games
D256 MANGA WORLD 2 More manga slide show
D257 SUNTEAM QUIZ Quiz
D258 MAKE IT SO EASY Guess

A1200 ONLY

AGA001 EXTENSION DEMO Stunning demo with fast landscape anim and a rotating city, received 90% in CU
AGA002 FRACTAL GENERATOR (NEW) Create stunning fractals in 256 colour
AGA003 WORBENCH HACK Loads of hack/toy/blanker etc.
AGA006 NEW SUPERKILLER Know & kill 316 types of virus, well recommended
AGA007 MIND WARP one of the very first demos for the A1200
AGA011 SLEEPLESS NIGHTS 3
AGA012 PLANET GROOVE release by Team Hoi
AGA013 MOTOR INVADER 2 (2 disks) Very playable INVADER clone set. Recommended
AGA015 POINT OF SCALE Stunning vector demo came direct from France
AGA016 CHROMA Good demo
AGA017 WORLD OF MANGA AGA (4 disks) Load of cute Manga chic slideshow in stunning 256 colour
AGA021 MAGIC WORKBENCH Improve the look & add extra command to your workbench (HD required)
AGA023 U-CHESS the best chess program so far, stunning graphics but requires 4 megabytes
AGA024 WORKBENCH 3 SCREEN Great back drop for A1200 (not for beginners)
AGA41 GIF BEAUTIES VOL 1-10 Available ech disk auto-boot & contain loads of stunning pics of raunchy women. Note fully compatible with any Amiga
AGA062 BODY SHOP VOL 1-7 Available (2 disks each) See description above (A1200 only) & order with volume number (2 disks per volume)
AGA080 FIT CHECK VOL (1-5 Available 2 disks each) see description above (A1200 only)
AGA90 ASSASSIN FIX DISK 1 brilliant collection of degrade utilities for running non-compatible software, we recommend you get these 2 diks now
AGA91 ASSASSIN DISK 2 (new) latest contained more degrade utility (see above) Recommended
AGA94 RELOKIT V1.4 latest run A500 SOFTWARE
AGA97 A1200 UTIL - AGA TESTER SYSINFO etc.
AGA98 ACTION REPLAY V4 Complete ACTION REPLAY on disk
AGA99 MADFIGHTER 2 brilliant street fighter clones
AGA100 AGA BLITZ SCREEN BLANKER
AGA101 FAST GIFF 2 display GIFF pic in Workbench
AGA102 AGA DIAGNOSTIC - NEWsystem tester
AGA103 BLACK BOARD AGA decent image processor
AGA104 REND 24 Similar to above
AGA105 QUICK GRAB AGA - can grab AGA screen
AGA110 WORLD BEYOND 1 (3) stunning 250 COLOUR fantasy art, leaves Atari users breathless
AGA114 SMELL LIKE CHANEL NO 5 brilliant demo
AGA121 MAGIC FACTORY (1-5) STAR TREK stunning 256 colour raytrace startreks, brilliant
AGA133 AGA UTIL V1 AGA util compilation
AGA134 AGA UTIL V2 more AGA util compilation
AGA135 AGA UTIL V3 more of the above
AGA136 AGA UTIL V4 even more of above
AGA137 IMAGE PROCESSOR IFF picture processor
AGA138 MULTIBOOT - 4 various versions A500 EMU
AGA139 WB3 HARD DISK PREF & INSTALLER installing WB3/perfect the hard disk
AGA140 CROSS DOS PLUS V5.1 read/write PC files
SEE GAMES, UTIL, ETC. FOR MORE A1200 SOFTWARE

ANIMATION

A013 SPACE PROBE search for alien lifeform
A022 LUXO TEENAGES Incredible ray-traced animation
A072 LIFE'S A BITCH (18+) We all know life's a bitch
A179 THE LIVING WORLD SLIDESHOW
A187 PERILS OF THE DEEP (2 disks) Incredible slide show of very big sea creatures
A193 NEMISIS COMIC Animated comic set in space
A215 MADONNA 3 (3 disks) Madonna fans, get this, a must !
A231 ALIENS The best Alien slideshow & demo
A293 MANGA COMIC Cute, chic & robot slide
A302 CAT SLIDESHOW For all cat lovers
A336 FAST CAR (Not A1200) expensive car slide show

MUSIC

M001 BEASTY BOYS Good, We Want Some Pussy songs
M002 MICHAEL JAKSON Brilliant song of 'BAD'
M005 +100 C64 TUNES 100 C64 games music
M072 +MADONNA songs from the hanky panky album
M076 POPEYE meet the Beast Boy, very good
M156 +CD PLAYER Simulate a CD player
M160 +I AM TOO SEXY (2 disks) full song
M194 JESUS ONE'S (2 disks) super music disk
M262 A-Z TUNES (4 disks) hundreds of C64 games music

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SPECTRUM +100 GAMES PKS2 ONL[…]
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COMMODORE VIC 20
& top 50 games only £2.9[…]
BBC EMULATOR & VIC20 EMULATOR ARE CO[…] WITH ALL AMIGAS: PLEASE STATE AMIGA […]

NEW TITL[…]

AGA 150 ACTION REPLAY V5 - NEW UPDATE TO V4
X76 CINDY CRAWFORD - (2 Disks) the best glamour yet.
U782 CHEAT V3 - contained 1000+ game cheats and solutions
E150 INTERNET - FULL guide to internet & superhighway
A419 HAVE A LAUGH - 64 humours sea side post card
A420 TERMINATOR 2 ANIM - (3 Disks) anim from the movies
A423 APEX anim (2) - for films anim
U780 PRINTER MASTER plus - print banner, stationery, etc
U781 ACCOUNT MASTER - Brilliant account program
AGA 141 FARRARI ART 2(2D) - load of Farrari & ray trace
AGA 142 SUPER LEAGUE 3 - latest manager games
AGA 144 SPEAK & SPELL - educational software for kids
AGA145 BIG TOPS (18+ only) HHMMmm
AGA 146 KELOG LAND - brilliant platform games get a must
E148 CHESS & TUTOR - FULL teach you how to play chess
E142 KID DISK 5 & 6 - 2 disk full of brilliant games and education program with large anim & graphic 10/10
G680 SPACE-INVASION 2 - Fantastic Galanian clone
G681 AUTOMOBILES - PD version of SKID MARK brilliant
G682 BANDIT MANIA - Brilliant fruit machine demo
M370 KYLIE MINOGUE (2D) - full song 'MADE IN HEAVEN'
X075 MADONA SEX (3D) 18+ only
X074 ADULT JOKE (18+ ONLY) HHMMmm

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Stunning 8-16 large colour fonts ideal for headlines,demos etc.S[…] Paint etc.
BITMAP CLIPART 5 pack available, very high clipart for virtually a[…] programs
* all packs above come on 5 disks & are guarenteed that no fonts […] images are repeated

PD UTILITIES

André Digard has more utilities tucked away than a rather large swiss army knife. This month it's ...

AMFM SAMPLES 19

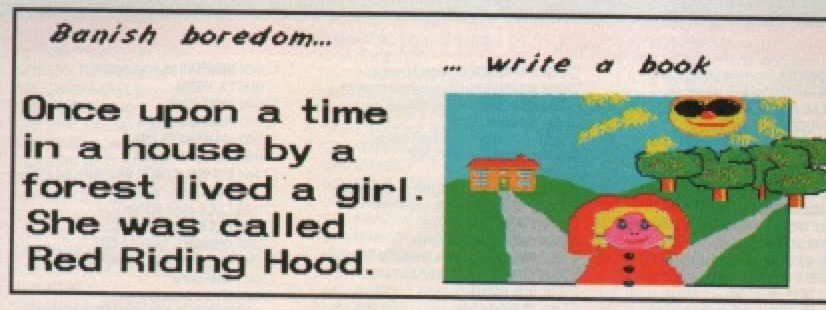
sound samples

You can normally count on these AMFM disks for some good synth samples. Volume 19 is no exception, and comes with 20 atmospheric sounds to choose from. Two of the sounds are included in four chord variations. Most of the sounds are twinkly pads or sustained synth choirs and strings. Sound quality is generally very high, although some are rather quiet. Highly recommended to all tuneful musicians.

Available from: Cynostic, Office O1, New Enterprise Centre, Little Heath Ind. Est., Old Church Road, Coventry CV6 7NB. Tel: 0203 6816 87. Price: £2.75 including P+P. 80%

KIDS DISKS 2 & 5

educational



We reviewed *Kids Disk 1* in October's CU AMIGA and gave it a massive 95%. Here are two more disks from the same excellent series. *Kids Disk 2* holds a small selection of programs: *Beat*, *Maze* and *Shape*. *Beat* is a music creation program which lets kids put together their own cacophonous orchestrations. It comes with some instruments built-in, and is generally easy to use, but writing a tune with it can take some time. *Maze* is a kind of maths quiz. You have to guide a princess around the maze, opening doors by answering questions. There are various things to collect on the way, ghosts who will ask you questions, and a crown to be found. Good stuff. *Shape* is a kind of Tetris for children. Different shaped objects fall from the top of the screen, and must be fitted into their appropriate holes at the bottom.

KD5 has another three programs on it. In *Roboprogo* you must help a robot to build a bridge. *Alphasnap* is another *Tetris*-type game, this time based around the alphabet. Finally, *Takeaways* is for slightly older children which helps children to learn about both maths and money (and chicken vindaloo) in a really neat way. I can highly recommend all of the volumes in the *Kids Disk* range to anyone who likes a bit of fun with their education.

Available from: Duncan Moran, 24 First Avenue, Colwyn Bay, Clwyd LL28 4DQ. Price: £5.00 including P+P for all five disks. 85%

BLACKBOARD V3.0

image processor

Anyone interested in graphics will have undoubtedly heard about the Amiga's leading image processors, *Image FX* and *Art Department Professional* (*AD Pro*). If you haven't used an image processor before, you may be wondering what all the fuss is about. Well, here's you're chance to find out!

Blackboard is a licenceware image processor in the style of *AD Pro* and *Image FX*. It's no real competition for them, but it lets those of us who don't have the money for the heavyweights enjoy some of the benefits on the cheap. Who knows, you could just find yourself saving for one of the big boys afterwards. *Blackboard* incorporates many different effects, all of which are in the form of modules, which means that it can be easily upgraded in the future. The modules cover all kinds of useful tools, ranging from simple scaling, through to things such as colour quantisation. Amongst others there is the almost ubiquitous spiral, which twists the image, a ripple effect and a tool which can double the resolution of your picture without making it look blocky. As an example of what it can do, take a look at the picture below. It's been scaled from 320x200 to 320x256, doubled to 640x512, and then rippled.



Here's just one example of what *Blackboard* can do. This parrot has been scaled from 320x 200 to 320x256, doubled to 640x512 and then rippled.

The tools in *Blackboard* are wonderful. You'll be playing with them for days just to find out what it can do. Therein lies one of *Blackboard's* problems though. Rendering images takes ages. This is mainly because all of the processes are carried out in 24 bits. Unfortunately, it's rather unstable, and throws up plenty of recoverable alerts. The user interface isn't great, but at least it's all standard Workbench stuff. However, this poor user interface and earlier mentioned instability let the program down.

A hard drive is strongly recommended and lots of Chip RAM would be helpful.

Available from: F1 Licenceware, 31 Wellington Road, Exeter, Devon EX2 9DU. Tel: 0392 493580. Price: £5.99 including P+P. 89%

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- GU413 **CLIP-ART** Animals B&W IFF
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- GU476 **BLUE ROSE FONTS 3** - WB2+ "
- GU477 **CINNAMON FONTS** (2 Disks) coloured fonts WB2+
- GU478 **FONT FARM 5-8** (4 Disks)
- GU479 **STAR TREK DESIGN FILE** -ship layouts etc

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- CC2 **ACTORS** (2 disks) Famous faces
- CC3 **CATS** 16 pics
- CC4 **AIRCRAFT** (2 disks) 32 pics
- CC5 **DOGS** (8 disks) Assorted
- CC6 **BIRDS** (8 disks) All sorts
- CC7 **MONTAGE LANDSCAPES** (2 disks)
- CC8 **MONTAGE WILDLIFE**
- CC9 **REPTILES**

SUPERB QUALITY CLIPART

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- GU327 **ART 2** (2 Disks) Houses
- GU328 **ART 3** (3 Disks) Religious
- GU329 **ART 4** WWII Aircraft
- GU330 **ART 5** (2 Disks) Men
- GU331 **ART 6** (2 Disks) Women
- GU332 **ART 7** (2 Disks) Kids
- GU333 **ART 8** Business
- GU334 **ART 9** Office
- GU335 **ART 10** Students
- GU336 **ART 11** Sale
- GU337 **ART 12** (3 Disks) Christmas
- GU338 **ART 13** (3 Disks) Punch
- GU339 **ART 14** Animals
- GU340 **ART 15** Cats
- GU341 **ART 16** Silhouettes
- GU342 **ART 17** (2 Disks) Schools
- GU343 **ART 18** Babies
- GU344 **ART 19** (2 Disks) Sport
- GU345 **ART 20** Olympic
- GU346 **ART 21** (2 Disks) Medical
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- GU348 **ART 23** Decorative Months
- GU349 **ART 24** Whacky (funny)
- GU350 **ART 25** Holidays
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- GU353 **ART 28** Butterflies
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- GU359 **ART 34** (2 Disks) Teddy Bears
- GU360 **ART 35** (2 Disks) Vanity Fair (fashion)
- GU361 **ART 36** Halloween (weird)
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- GU445 **ART 64** Mammals
- GU446 **ART 65** Anim & bird
- GU447 **ART 66** Mossburn animals
- GU448 **ART 67** Burchfield kids
- GU449 **ART 68** Beast & Myth (3 Disks)
- GU450 **ART 69** Transport (3 Disks)
- GU451 **ART 70** Trucks & trains
- GU452 **ART 71** Astrology (2 Disks)
- GU453 **ART 72** Aircraft (3 Disks)
- GU454 **ART 73** Birds – songbirds etc.
- GU455 **ART 74** Dogs
- GU456 **ART 75** Houses, castles & buildings
- GU457 **ART 76** Sports – Mac
- GU458 **ART 77** Horticulture (5 Disks)
- GU459 **ART 78** Military (10 Disks)

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- MU3 **MODULES TWO**
- MU4 **MODULES THREE**
- MU5 **MODULES FOUR**
- MU6 **MODULES FIVE**
- MU7 **MODULES SIX**
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- MU256 **MULTI-PLAYER V1.11A** Music
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- MU333 **PROTRACKER v2.2**
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- V404 **CAPTIONATOR** Superb video titler
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- V406 **HARLEQUIN VIDEO FONTS 1**
- V407 **HARLEQUIN VIDEO FONTS 2**
- V408 **TELESCROLL 1** Video titler
- V409 **TELETITLER 3** Lo-res – use with V408
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- V413 **WEDDINGS DTV** (2 Disks) Brushes, Pics, An
- V414 **VIDEO TRACKER AGA**
- V415 **VIDEO TRACKER DATA**
- V416 **TELE SCROLLER**
- V417 **TELE TITLER 2**
- V418 **TELE TITLER 2** low res.

A1200

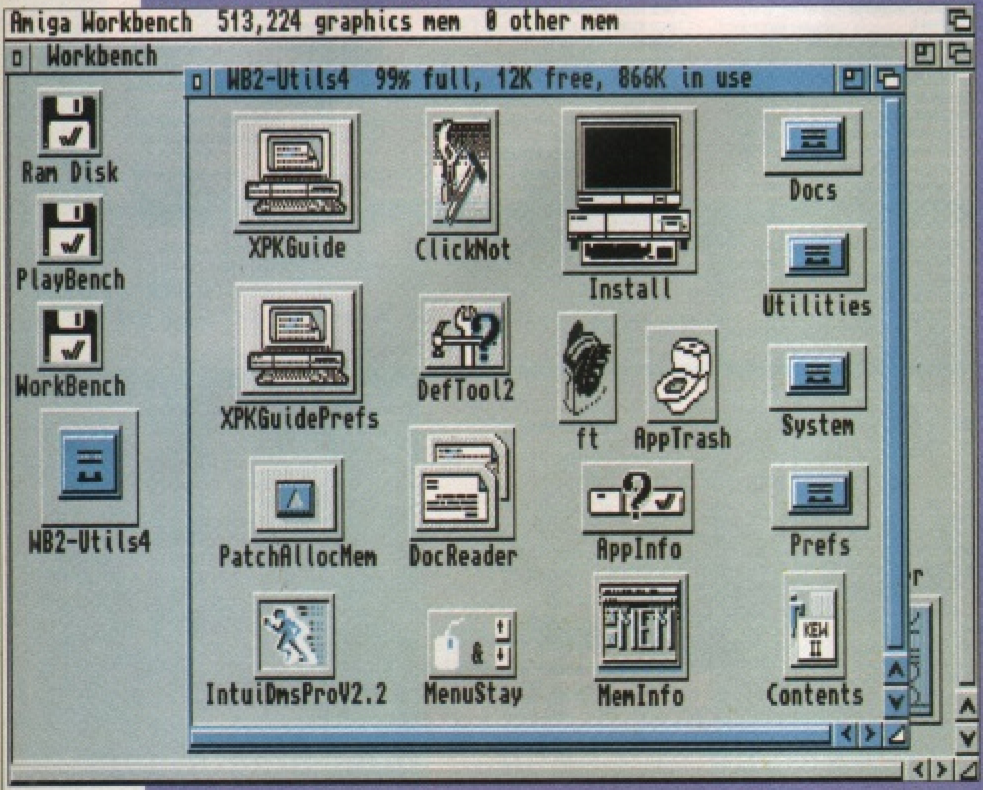
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- AU20 **JPEG UTILS** Read 24 convertor pics
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- AU22 **HDMEM** needs MMU
- AU23 **RD PREP** preps rigid disk
- AU24 **HD INSTALLER**
- AU25 **MAGIC WORKBENCH** Superb icons (HD only)
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- AU75 **MANGA SLIDES AGA** (4 disks)
- AU76 **MORE IMAGINE OBJECTS** (13 disks) fo
- AU77 **NLP RENDERSHOW** (2 disks) ray-trace
- AU78 **BACKDROP STRAMASH** background p

WB2 UTILITIES DISK 4

workbench 2/3 utilities

It's another of those very useful utility compilations. Here's what's on offer: *AppTrash*, a user friendly alternative to the standard trashcan; XPKGuide which will read both "XPKed" and Powerpacked guide files; *FT*, yet another flying toaster screen blanker and several other neat little programs. Perhaps my favourite though, is *DefTool2*, which lets you define the 'Tool Type' of any number of icons in one go. Absolutely fantastic if you change your standard text or picture viewer for example. Most of these utilities are best suited for hard drive systems.

Available from: KEW=II Software, PO Box 672, South Croydon, Surrey CR2 9YS. Tel: 081 657 1617. Price: £1.50 including P+P (minimum order two disks). 80%



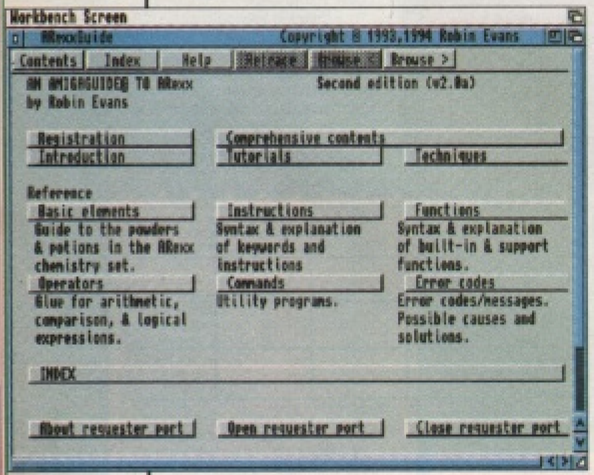
AREXX GUIDE 2.0

education/programming

These days it's almost impossible to find a serious application that doesn't have something called an '*ARexx* port.' *ARexx* is a scripting or macro language that can control other programs. If you regularly use a program for processing files of any nature, and find yourself pressing the same buttons and selecting the same menu options time and time again, you can probably write an *ARexx* script that will do it all for you.

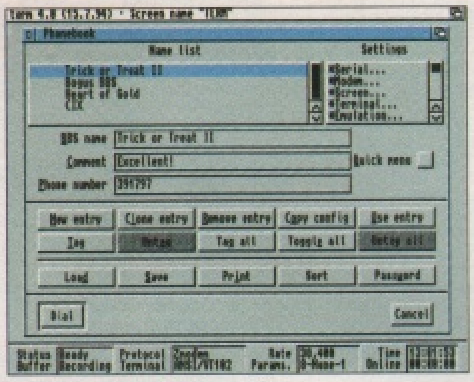
This disk is not for beginners, which is bordering on shameful, as *ARexx* was designed to be used by novices and non-programmers. If you are a novice, then I would recommend that you read one of the books available, such as *Mastering Amiga ARexx*. If you're an old hand at programming then *ARexx* Guide will be of more use, but not as much as you might hope. It's not that *ARexx Guide* is badly laid out; it's the best laid out guide file I have ever seen. It's not that it lacks information and it's not that the writer doesn't know his subject; the author is one of the world authorities on the *Rexx* language (*ARexx* is the Amiga version of *Rexx*). Unfortunately, it is written in a very unaccessible style which makes reading this guide very hard work even for seasoned programmers.

Available from: Roberta Smith DTP, 190 Falloden Way, Hampstead Garden Suburb, London NW11 6JE. Tel: 081 455 1626. Disk No. BU170. Price: 90p plus 50p P+P per order. 60%



TERM 4.0

communications



A menu. And there's lots of them.

Term is a big program, coming on two compressed disks – definitely a hard disk only system. Everything about the program is very neatly presented, though if you are not running it on a multi-sync monitor, some of the screens scroll around, which I found immensely annoying. However, it does support the Workbench 'Monitor Types' preferences.

When you hit the right mouse button you'll be in for a big surprise: the number of menus is outrageous. Everything is configurable. There are some wonderful features such as the ability to define different upload and download directories for different BBSs; password protection for the program itself, which will prevent unauthorised use; the ability to make batches of files to upload; *ARexx* support and more.

There were a few things that I missed from *NComm* (my day-to-day Comms software), most notably the phone list menu. But perhaps the thing I missed most of all was my memory. Yes, *Term* chews through memory like modems chew through your phone bill. You'll need at least 2Mb of memory if you want to run anything more than a shell in the background. Despite the extra features over and above *NComm2*, the latter is still my preferred Comms program. That may change as I get used to *Term*, but I doubt it. However, if you have lots of memory, a good monitor and a bit of patience, *Term* is worth worth looking into.

Available from: Cynostic, Office O1, New Enterprise Centre, Little Heath Ind. Est., Old Church Road, Coventry CV6 7NB. Tel: 0203 6816 87. Price: £4.50 including P+P. 85%

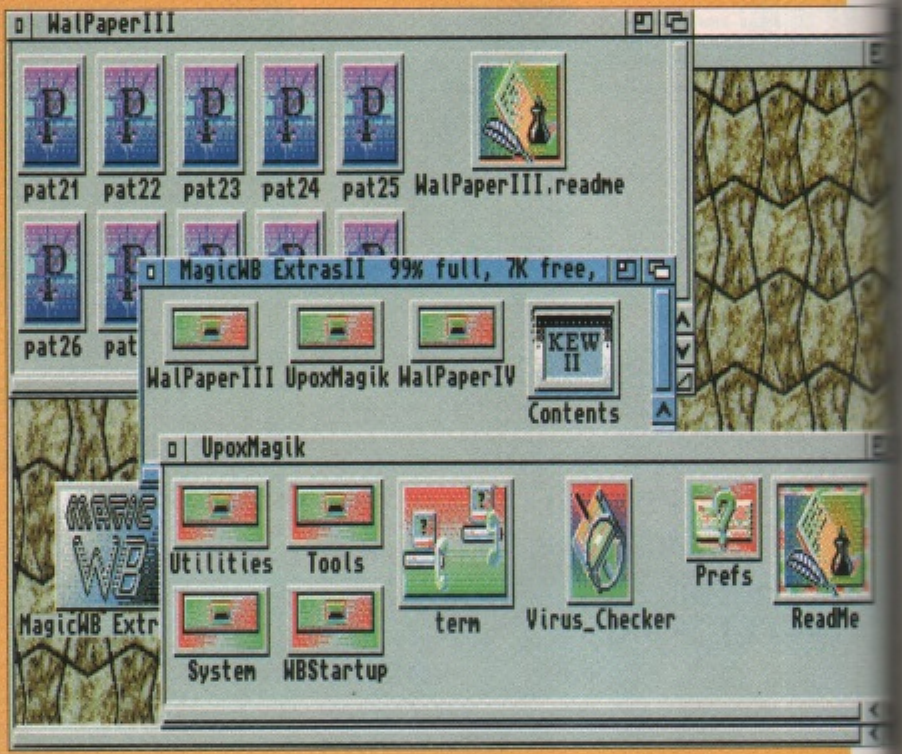
MAGIC WORKBENCH EXTRAS 2

icons and patterns

From Workbench 2 onwards, users have been able to spruce up their screens with a little colour. A colour Workbench can brighten up your day, and makes a nice change from the usual grey backdrop. The idea behind the original Magic Workbench was to give you access to all that imagery, without any fuss or hassle. Since then, third party developers have released their own graphics disks to go with it. This is just such a disk.

MagicWB Extras 2 gives you a whole load of different backgrounds to play with, and a few neatly designed icons on the side. There's nothing Earth shattering about this collection, but the icons are dinky and the backdrops highly varied. The backdrops are given numbers for filenames, which is a major pain when you want to find a specific one. If you have the memory, give them a go and put a splash of colour into your Amiga life.

Available from: KEW=II Software, PO Box 672, South Croydon, Surrey CR2 9YS. Tel: 081 657 1617. Price: £1.50 including P+P (minimum order two disks). 80%



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A set of tools for Amiga and PC owners. Copy, transfer, edit and back-up PC files.
U132 C64 EMULATOR v3 [2D]
The latest version of the C64 emulator.
U184 A600 HD INSTALL DISK
Install a hard disk on your A600.
U230 TOOLS DAEMON v2.1 [WB2 +]
Adds Tools to your Workbench menu.
U239 RE-ORG v3.11 [WB2 +]
Re-organise your disks/hard disk and speed up access. Very popular utility.
U251 PC-TASK v2.03 [WB2 +]
A demo of the excellent PC emulator. Load PC programs directly from the emulator.
U289 AGA SCREEN BLANKER v1.01
A screen blanker created for AGA machines.
U302 VIEWTEK v2.01 [WB2 +]
Viewtek can show many picture formats including JPEG and the AGA screen modes.
U309 HD GAMES INSTALLER
Install games to your Hard Drive. Installers for Goal, Superfrog, Body Blows and more.
U317 ACTION REPLAY PRO [AGA]
Action Replay for the A1200/A4000.
U319 SID PRO v2.01A [WB2 +]
The greatest PD File Manager. Copy, move, delete, rename and uncrunched files.
U325 EDWORD PRO v4.1 [1MB] [WB2 +]
The ultimate PD Word Processor/Text Editor.
U326 TEXT PLUS PRO v5.01 [2MB][WB2+]
Another PD Word Processor. This rivals Pro Text.
U336 EPOCH MASTER V [WB2+]
Address, telephone manager and to-do organiser.
U352 MAGIC WB v1.2P[WB2+]
The latest version of the 8-colour icon replacer.
U353 X-PASSWORD [WB2 +]
Prevent un-authorized use of your Amiga and drives.
U354 RADBENCH v1.7 [1.5 MB]
This disk copies Workbench to your RAD disk which offers lightening access times.
U355 STEREOSCOPE v2.4A [WB2 +]
Stereoscope is an RDS generator. Create the 3D hidden pictures as seen in stores such as 'Athena'.
U357 CD32>CDROM GAMES
Make the games on magazine CD's work on CDTV/A570 and other Amiga CD devices.
U359 TELETEXT v1.20 [WB2 +]
Create a teletext receiver with your Amiga. Including diagrams for hardware construction.
U363 XPK COMPRESSION v2.5 [WB2 +]
Expand your Hard Drive capacity with this program.
U370 ASSIGNS MANAGER [WB2 +]
No need to use CLI any more. There are two programs on this disk that make assigning programs and utilities easy.
U371 PC RESTORE v2.50 [WB2 +]
Restore PC back-up files onto your Amiga. An additional tool for all PC and Amiga owners.
U376 POWERCACHE v37.115 [WB2 +]
Speed up your Hard Drive access with this cache program. Versions for 00, 020, 030, and 040 CPUs
U379 DESKTOP MAGIC v2.0 [WB2 +]
This program allows you to assign sounds to Workbench functions like mouse clicking etc. It is also an excellent screen blanker.
U395 MAGIC WB EXTRAS [WB2 +][2D]
Two disks full of extra icons for Magic Workbench, and a demo version of Magic Workbench v2.0.
U397 SECURITY v3.71e [WB2 +]
Prevent unauthorised access to your Amiga and it's drives. Ideal for modem users!
U398 AMIGA FAX Demo v1.40 [WB2 +]
A demo version of an Amiga fax program.
U399 FORECASTER v2.01b [WB2 +]
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U401 SPECTRUM EMULATOR v2.0
Play Spectrum games on your Amiga. Versions for 00, 020 and 030 processors.
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Access programs with an easy to use menu.
U403 DISK MAG CREATOR v1.2
Create your own disk magazine!
U405 M.U.I. v2.2 [WB2 +]
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Superb screen blanker. The best available in PD.
U407 GBLANKER v3.3A 030 [WB2 +]
030 version of the Screen Blanker.
U408 DISK SALV v2.31 [WB2 +]
NEW version of the most popular and well used PD program. This is a file repairer, undeleter.
U409 BOOT X v5.23B + v1.18 [WB2 +]
Superb, easy to use, virus killer with the very latest recog file. Recog file released August.
U411 SUPERDARK v2.1A [WB2 +]
Superdark is a powerful screen blanker.
U414 DISK MANAGER v4 [WB2 +]
Catalogue the contents of your disks.
U415 GAME WARPER v1 [020 Processor+]
Game Warper contains many ready-to-go game cheats as well as a Action Replay cheat input ability.
U416 AMIGA DOS GUIDE v1
Learn how to use your Amiga and DOS.
U417 RELOKICK v1.41 [WB2 +]
Latest version of the degrader. Essential.
U418 VIRUS CHECKER v6.43
Latest version of the popular virus checker.
U420 ACCOUNTS MASTER v3C [WB2 +]
Keep track and control of your finances.
U421 PAINT IT! v2 [WB2 +]
Another great kids paint program.
U423 PROGRAM LOADER
Access your utilities, games etc from your hard drive. Similar to HD Click in action.
U425 VARKS CLI TOOLS v6
Another superb collection of CLI utilities. Loads of useful tools packed on one disk.
U432 VIRTUAL WORLDS [WB2 +]
WOW. This is a 3D isometric atmosphere which allows you to move around 3D objects. Get this!
U433 FINAL WRAPPER
Create your own disk magazine!
U434 EAGLE PLAYER [WB2 +] [2D]
Eagle player can load and play a myriad of music modules such as Octamed and Protracker.
U435 MOVIEGUIDE [WB2 +] [2 Disks]
This contains loads of catalogued movies.
U436 TERM v4.1 [WB2 +] [3 Disks]
Very latest version of the most powerful Modem program available. If you've got a modem - get this!
U437 TERM v4.1 030 [WB2 +] [3 Disks]
The 030 processer version of TERM v4.1
U438 256 COLOUR AGA ICONS [AGA]
Loads of excellent AGA icons. Over 18's Only.
U439 AUTO STEREOGRAM v2D [WB2 +]
Latest version of the hidden picture producer.
U440 SNOOPDOS v3 [WB2 +]
Use Snoopdos to monitor program activity. Very useful for all Amiga users. Background utility.
U441 MORE MAGIC WB EXTRAS 2 [2D]
Another two disks with loads of backgrounds and icons for every Magic Workbench user.
U442 IMAGE STUDIO v1.01 [WB2 +]
Edit and convert Amiga IFF images.
U443 MAP EVALUATOR v2a [WB2 +]
Design, edit and print maps.
U444 TEE TO GREEN v1.1
Tee to green is an excellent golf statistics program.
U445 VMM v2.1 [WB2 +] [030/040/MMU]
Use your hard drive as virtual memory.
U446 TERM v4.1A PATCH
Update your TERM v4.1 to v4.1a with this patch.
U447 KIDS DISK 6
Latest disk in the Kids Disk range.
U448 DMS PRO v2.04 [WB2 +]
Latest version of the disk cruncher. Crunch whole disks into files. Save storage space.
U449 PAGESTREAM v3.0B PATCH
If you've bought Pagestream v3 then get this!
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Have you ever wanted a cheat for an old game but have never been able to find it? Well this two disk set contains cheats for many, many old and new games. In Amiga Guide format this is a must for all games players! Exclusive to Active!

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Now there is a Spectrum Emulator for all AGA machines. This is so much faster than previous versions.

You can even program the emulator in the same way as a normal Spectrum!

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EPU Disk Stakker is a program which can compress your hard disk and save you up to 50%. Comes with a graphical, easy to use, installer device, with online help. v1.70 also contains an un-installer!

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3 Disks WB2+

KIDS STUFF volume 1

A collection of games, paint and educational programs which are all compiled for all kids under 10 years of age. Ideal for holidays and the long weekends.

Loads of Different Games
Educational Programs
Paint Programs
Kids Clipart
and many other programs

3 Disks WB2+

SMALL BUSINESS PACK v2

new

The small business professional pack will help the proprietor with accounts, forward planning, spreadsheet work, word processing and many other day to day commitments.

Also includes documents on various topics such as,

Preparing a Business Plan
Small Business Strategy
Essential Marketing
Finding External Finance
Surviving the First Year

6 Disks WB2+

MOST USEFUL UTILITIES v2

This pack contains utilities to improve your workbench in terms of speed, usability and looks. Do you want your Workbench to look like the pictures in Amiga magazines? Well, now you can! Contains,

Tools Daemon v2.1
Magic Workbench Icons
GBlanker v3.30 Screen Blanker
Magic Menu v1.9
ARQ
Magic File Requester
and many others!

2 Disks WB2+

HARD DRIVE TOOLS v2

A three disk collection containing the very best hard disk tools. We have scoured our library, other hard disk compilations and the Aminet to bring you clickable menus, backup programs, file managers, disk lockers, installers and much much more. An essential purchase for all hard disk users.

HD Click v2.60, ABackup v4.06, Superlock, HD Installer v1.04, AF Copy v3.53, MR Backup Pro, HD Mem v1.04, ARestaure v2.03, *and many others!*

3 Disks WB2+

COMMS CONNECTED

new

Have you bought a modem lately? Are you looking for some decent comms software? Well, this pack contains some of the best software available. Also includes comms info.

N-Comm v3, Terminus v2.0C, Term v4.1, Mosaic v2.1, File Master v2, Spot v1.2D, Trapdoor v1.84, Guide to Comms, Guide to the Internet, *and others!*

3 Disks WB2+

DISK UTILITIES v2

This is an essential pack for all Amiga owners. Disk copiers, repairers, crunchers, organisers, file management and more.

Here are some of the tools in the pack,

Disk Salv v2.28, Re-Org v2.3, Super Duper v3.1, Filemaster II, Disk Mate v4, Fix Disk v1.2, PP MiniCrunch v1.2, No Errors v1.3, *and many others!*

2 Disks WB2+

ENGINEERS TOOLKIT

A collection of diagnosis utilities which will examine and test your Amiga and it's ports Very comprehensive fault testers.

Also in this collection are tools to repair certain faults.

An all in one Repair Toolbox!

2 Disks WB2+

CRUNCH MANIA

When compiling disks one important tool is the file cruncher, in order to improve disk space. This disk has them all: Crunch files, floppy disks and even expand your hard disk.

DMS Pro v2.02
LHA Tools
PP Minicrunch v1.2
EPU HD Stakker v1.4
PackIt v1.18
and others!

CRUNCH

2 Disks WB2+

MUSIC CREATORS *volume 2*

new

Compiled in association with the Official MED User Group this pack is designed to help users enter the world of music Construct songs, make hardware, learn about music.

With Hardware Diagrams and Instructions!

Octamed v2
SuperSound v3
Protracker v3.15
4 disks of Sound Samples
1 Disk of Modules
and much more!

3 Disks WB2+

VIRUS EXTERMINATORS v3

new

We should always be on the guard for new or old computerviruses. This pack contains the very latest in virus killers. They will hide in the background or stay resident in the foreground, checking your memory and disks when inserted. A must!

Virus Checker v6.41
Boot X v5.23B
with Latest v2.17 Brain File
Virus Workshopp v3.90
Virus Z II v1.09

2 Disks WB2+

COPIERS UNLIMITED

A collection of the finest PD disk copiers for the Amiga. All the best are here, including,

Super Duper v3.1
SAFE II
DCopy v3.1
Tetra Copy
M Copy v1.4
and others!

2 Disks WB2+

Latest Demos

D055 Spaceballs "State of the Art"
D067 A1200 "Point of Sale" Demo AGA
D088 Madonna SEX Digi-Pics [3 disks]
D095 Spaceballs "9 Fingers" [2 Disks]
D099 Complex "Origin" AGA [2 Disks]
D100 Virtual Dreams "Full Moon" AGA
D102 Xanadu "Explicit 2" AGA
D104 Rednex "Empty Head" AGA
D109 Investation "Ray World" AGA [3D]
D112 Axis "Big Time..."AGA [2D]
D113 Kefrens "Interchange" AGA
D114 Lymex "Wind it up"
D115 Mystic "Vital" AGA
D117 Perspex "Hypnosis" AGA [2 Disks]
D122 Complex "Real" AGA - Brilliant!
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D132 Absolute "Cream" AGA
D133 Steller "Mindflow" AGA
D135 Polka Bros. "Ariel Ultra" AGA
D136 Polka Bros. "Gevlia" - 88% Sept CU!
D138 NGC "Artificial Paradise" AGA [2 Disks]
D139 Rednex "Quackbusted II"
D140 Recall "Rave Nation" [2 Disks]
D141 Analogy "Sub.I"AGA [4 Disks]
D142 Rage "Maximum Overdrive II"AGA [3D]
D143 Parallex "Drool This" [3 Disks]
D144 Faculty "Lethal Dose 2" AGA [2 Disks]
D145 CCCP "Rave" - Like "State of the Art"
D147 Virtual Dreams "Breath Taker" [5 Disks]
D148 Urban "Some Justice 94" AGA [2 Disks]
D149 Mystic "ILEX" AGA
D151 Digital Dreams "Seventh Heaven" AGA
D152 Movement "Mind Divistan" AGA
D153 Complex "Seduction" [2 Disks]
D154 Spaceballs "The Superano Tapes"
D155 Mystic "Dirt" AGA
D156 Beton Design "Rumble bubble" AGA

Games

GM11 Megaball AGA
GM22 Missiles over Xeron [2D]
GM24 Deluxe Galaga v1.5
GM27 Mr Men Olympics [2d]
GM28 18 Hole Golf [2D]
GM41 Tetris Dual [AGA]
GM42 Super Obliteration
GM43 Moose Drive
GM45 Road to Hell [1.5MB]
GM46 Tanks 'n' Stuff
GM52 Overlander
GM55 Bacman [AGA]
GM57 F1 Manager
GM59 Hyperdrive
GM60 Bazza and Runt AGA
GM61 Klondike II AGA [3D]
GM62 Incinerator
GM63 U-Chess v2.89 [AGA] [4MB]
GM65 The Shepherd
GM67 Black Dawn II
GM68 Global Thermo Nuclear War
GM69 Galaxy Wars
GM70 Ambassador Fruit Machine
GM71 Madfighters II AGA [3 Disks]
GM73 Knights
GM75 Cybertech Corporation [2 Disks]
GM76 Scrabble
GM78 Starwoids [1MB] [2 Disks]
GM80 Xenostar [1MB]
GM81 Chopper Attack v1
GM82 Nanogly v1.05
GM83 Zombie Apocolypse 2
GM85 Giddy II
GM86 Pengo 2
GM87 Klondike II Update Disk
GM88 Monopoly v1
GM89 3D Titanic Adventure
GM90 Footy - Latest statistics
GM91 Chess Game and Tutor
GM92 Rocketz - *Get this!*

Other Bits

Bodyshop 6A AGA [2D]-
Bodyshop 7 AGA [2D]
Cindy Crawford "The Works" AGA [3D]
Elle McPherson "The Works" AGA [3D]
Girls, Girls, Girls AGA [3D]
Claudia Schiffer "The Works" AGA [3D]
Beach Babes AGA vol. 1
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Beach Babes AGA vol. 3
Beach Babes AGA vol. 4
Beach Babes AGA vol. 5
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Channel Z *6 [2D]
Deadlock *9 - excellent disk mag
Upstream *9 - disk magazine
Mixed Imagine Objects 1
Mixed Imagine Objects 2
Mixed Imagine Objects 3
Mixed Imagine Objects 4
Mixed Imagine Objects 5
Mixed Imagine Objects 6
Mixed Imagine Objects 7
Mixed Imagine Objects 8
Mixed Imagine Objects 9
Mixed Imagine Objects 10

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WB2+	Works on Workbench 2 or 3 Only
WB3	Works on Workbench 3 Only
AGA	For AGA Machines Only
[1MB]	Minimum Memory Needed
[2D]	Number of Disks

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ACTIVE SOFTWARE

Essential Aminet Compilations

The Essential Aminet compilations are a collection of the best bits and pieces from the Aminet in the particular month. Superb stuff guaranteed! Prices the same as normal PD.

Essential Aminet Vol.3 July '94 [3 Disks] [WB2+]
More bits and pieces, this time from July. Includes CD32 Bits, July's Amiga Reports and a selection of modules that appeared in the modules chart during July. Plus many new utilities.

Essential Aminet Vol.3 August '94 [3 Disks] [WB2+]
Loads of new utilities from August! Also includes Amiga Entertainment monthly, intros and much more!

Essential Aminet Vol.5 September '94 [3 Disks] [WB2+]
Latest Aminet uploadings in September. Loads here!

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GAMES

❑ **18th Hole**
(CAT 225 - 2 DISKS- NOT 1200)
This is a very good looking over head car golf simulator. Good multi player fun.

❑ **3D Games Series**
(CAT 849 - 1 DISK)
Includes a brilliant 3D adventure game, which is absolutely huge.

❑ **Automobiles**
(CAT 2957 - 1 DISK)
This is a hot new Skidmarks type of game for upto three players. It looks great and plays well.

❑ **Advanced Hero Quest**
(CAT 1920 - 1 DISK)
Let the computer be the game master, and provide the challenge You need the board game to play.

❑ **Deluxe Galaga**
(CAT 1974 - 1 DISK)
A true classic as far as shoot em up games go, and fantastically professional with it. Re-live some arcade nostalgia now.

❑ **Diplomacy**
(CAT 1909 - 1 DISK)
A very competent computer version of that great board game.

❑ **Gnu Chess**
(CAT 2042 - 1 DISK - NOT 500)
A very good looking playable chess program. Easily one of the best around.

❑ **Golden Oldies**
(CAT 1308 - 1 DISK)
A wonderful collection of arcade classics from the early days. A good nostalgia trip

GAMES

❑ **Grand Prix 93**
(CAT 2692 - 1 DISK)
A surprisingly deep and highly involved management game.

❑ **Gush**
(CAT 1209 - 1DISK)
This is probably the best version of Pipemania you can get. Very playable and very addictive.

❑ **High Octane**
(CAT 680 - 1 DISK)
This is a corking over head car racer for two players. It's full to the brim with thrills and spills, and plenty of weapon pick ups.

❑ **Jellyquest**
(CAT 2336 - 1 DISK)
A sort of Q-Bert puzzler, and a good one at that. Quite fiendish.

❑ **Klawz The Cat**
(CAT 1735 - 1 DISK)
This is a lovely cute platform game, with classic gameplay.

❑ **Knights**
(CAT 1098 - 1 DISK)
A very very good playable two player over head adventure game.

❑ **LCD Dreams**
(CAT 1789 - 1 DISK)
A collection of four old LCD hand held games re-vamped for the Amiga. Great stuff.

❑ **Overlander**
(CAT 2157 - 1 DISK)
An up dated version of the old classic Moon Patrol game. Fab.

❑ **Pop Quiz**
(CAT 2250 - 1 DISK)
Test your knowledge of pop history with this pop-tastic quiz.

GAMES

❑ **Red Dwarf Quiz**
(CAT 887 - 1 DISK - NOT 500)
Test your knowledge of the TV series with this Dwarf-tastic quiz. It's very though indeed.

❑ **Road To Hell**
(CAT 565 - 1 DISK)
Yet more over head racing in yet another great game. This time you can customise your car as well.

❑ **Starbase 13**
(CAT 1213 - 2 DISKS)
This is an epic graphic adventure with lots to solve. It's very playable, and quite funny.

❑ **Task Force**
(CAT 2122 - 1 DISK)
Just happens to be a stonkingly good Space Crusade type strategy combat game. Play it Now!

❑ **Tetren**
(CAT 66 - 1 DISK)
Tetren is a very good Tetris clone. It features a good selection of new oddities, and two player option.

❑ **T.M.A.**
(CAT 698 - 1 DISKS)
This is a demo version of a very good arcade adventure game which is very swish indeed.

❑ **Total War**
(CAT 1043 - 1 DISK)
A brilliant version of the board game Risk. Six players computer or human compete, and battle.

❑ **Wacko Jr In Wonderland**
(CAT 273 - 1 DISK)
A delightfully cute platform game which should easily please any kids, or even a few adults too!

ASSASSINS

❑ **Assassins 3**
(CAT 104 - 1 DISK)
Megaball - great breakout game Drip - polished Painter game.

❑ **Assassins 123**
(CAT 173 - 1 DISK)
Includes the excellent Artillerus 2 which is brilliantly addictive, and for up to eight players.

❑ **Assassins 114**
(CAT 185 - 1 DISK)
International Cricket is on here, and so is Insectoids 2. Brill.

❑ **Assassins 95**
(CAT 286 - 1 DISK)
Includes two football manager games which are quite different - from each other.

❑ **Assassins 138**
(CAT 1348 - 1 DISK)
Includes the un-missable game Scorched Tanks. Totally addictifve, and great multi player fun.

❑ **Assassins 128**
(CAT 1632 - 1 DISK)
Three brilliant versions of some arcade classics. Includes - Space Invasion, Deluxe Pacman and Solar System Wars.

❑ **Assassins 139**
(CAT 2282 - 1 DISK)
Includes a good fruit machine game, and a weird breakout.

❑ **Assassins 182**
(CAT 575 - 1 DISK)
Includes Colorial Conquest a huge Sim/Combat game which is very involved, and tough!

❑ **Assassins 190**
(CAT 779 - 1 DISK)
Includes Gravity Force 2 and the four player Dogfight game.

MUSIC/DEMO

❑ **Fairlight 242**
(CAT 2781 - 1 DISK)
Contains a very long video sequence set to the usual techno type music.

❑ **9 Fingers**
(CAT 383 - 2 DISKS)
An audio visual feast brought to you from Spaceballs. It's pop-video tastic and no mistake.

❑ **Aluminium**
(CAT 2419 - 1 DISK)
A nice new demo with a nice little ray traced animation.

❑ **Armagedon**
(CAT 182 - 1 DISK)
A hot demo with good design and a good original bit of music.

❑ **Arte**
(CAT 562 - 1 DISK)
A graphical extravaganza of a demo with funky-tronic music.

❑ **Attraction**
(CAT 1243 - 1 DISK)
A great music disk with some lovely thoughtful music.

❑ **Basso Continuo**
(CAT 1059 - 1 DISK)
Ten excellent funky tunes are on here for your listening pleasure.

❑ **Doop Re-mix**
(CAT 337 - 1 DISK)
A good re-mix of that chart topping tune.

❑ **Gastric Ulser**
(CAT 2724 - 1 DISK)
A good collection of some very hard rave tunes. Not for the feint hearted listener.

MUSIC/DEMO

❑ **Gospel Karaoke**
(CAT 10 - 1 DISK)
It sounds unbelievable, but it is ... Karaoke Amiga!

❑ **Jesus On Cheese**
(CAT 1251 - 1 DISK)
A flashy fast paced rave demo which will have you seeing things

❑ **Kaos Theory**
(CAT 1114 - 1 DISK)
It's rave-omatic Amiga time with some seriously hard tunes.

❑ **Piece Of Mind**
(CAT 980 - 1 DISK)
A great 3D extravaganza demo with some very classy music.

❑ **Scoopex 2 Unlimited**
(CAT 2241 - 2 DISKS)
Good old Scoopex supplies 3 very well produced 2 Unlimited mixes.

❑ **Sequencial**
(CAT 547 - 1 DISK)
A roller coaster of a demo.

❑ **For Your Mind**
(CAT 2462 - 1 DISK)
Fast video, fast music, a really moving experience for sure.

❑ **State Of The Art**
(CAT 19 - 1 DISK)
An all time classic demo. Brilliant visuals and a cracking dance tune.

❑ **Star Trek Rave**
(CAT 2390 - 1 DISK)
Is nothing sacred? Apparently not. A silly story with pictures which provide a good laugh

❑ **Techno Tracks 2**
(CAT 1664 - 1 DISK)
Awesome music and some great visuals make this a must.

ALL THE DISKS LISTED ON THIS PAGE ARE COMPATIBLE WITH ALL AMIGA COMPUTERS UNLESS OTHERWISE STATED

USEFUL

❑ **600 Business letters**
(CAT 291 - 1 DISK)
Lots of letters for lots of things.

❑ **Account Master**
(CAT 1817 - 1 DISK)
A good little accounts program to help keep your books.

❑ **Amibase Pro 2**
(CAT 293 - 1 DISK)
Probably the best database program you can get. Very usable indeed.

❑ **Astronomy**
(CAT 2847 - 1 DISK)
Produces very detailed planetary information for astronomers.

❑ **Audio Magic 7**
(CAT 1058 - 1 DISK)
Audio utilities including the very good Quadra Composer, a very professional music sequencer.

❑ **Classic Utilities**
(CAT 1863 - 1 DISK)
A true collection of classics that you really should have.

❑ **Create Adventures**
(CAT 1027 - 1 DISK)
A very vice authoring program.

❑ **Crossword Creator**
(CAT 2161 - 1 DISK)
Takes the strain out for you.

❑ **Crunchers Disk**
(CAT 1227 - 1 DISK)
If disk space is getting tight then this disk is definitely for you.

❑ **D-Copy 3.1**
(CAT 2582 - 1 DISK)
The best disk copier you can get.

❑ **Dynamic Skies**
(CAT 1512 - 1 DISK)
An amazing night sky viewer which is feature packed.

USEFUL

❑ **Easycalc**
(CAT 1042 - 1 DISK)
Simply the best spreadsheet.

❑ **Edword Pro 4**
(CAT 2071 - 1 DISK)
A brilliant text editor which has a very good feel about it

❑ **Forecaster**
(CAT 607 - 1 DISK - NOT 500)
If you're a betting man/woman, this disk could be up your street.

❑ **Grinder**
(CAT 1249 - 1 DISK)
A versatile screen converter.

❑ **Hyperdrive**
(CAT 1116 - 1 DISK)
Creates a protected RAM disk.

❑ **Inscript**
(CAT 2693 - 1 DISK)
A simple easy to use and effective video titling program.

❑ **Mandelmania**
(CAT 820 - 1 DISK - NOT 500)
A very fast fractal generator with fast zoom in and out.

❑ **Mandelplot**
(CAT 90 - 1 DISK)
An excellent shareware fractal generator. Tons of fractal types.

❑ **Magnum**
(CAT 2666 - 1 DISK)
A good disk magazine creator.

❑ **Opti Comms 2**
(CAT 2357 - 1 DISK)
An excellent collection of tools for use with you modem.

❑ **PC Task 2**
(CAT 1281 - 1 DISK)
A working demo of this very good PC emulator program.

USEFUL

❑ **Pools Tools 2**
(CAT 442 - 1 DISK)
A great rich quick program ? Could be Couldn't it.

❑ **PP Mini Crunch**
(CAT 838 - 1 DISK - NOT 500)
A user friendly interface for the excellent Powerpacker. Very nice.

❑ **S-I-R-D-S**
(CAT 2214 - 1 DISK)
Create your very own stereogram pictures and baffle your friends.

❑ **Start Of The Art**
(CAT 2317 - 2 DISKS)
These disks are packed chocker with various graphics programs.

❑ **Starview**
(CAT 1610 - 1 DISK)
A night sky viewer which even marks out the contellations.

❑ **Text Engine 4**
(CAT 1464 - 1 DISK)
The best word processor there is. Very well suited to the Amiga.

❑ **The Money Program**
(CAT 1811 - 1 DISK)
An excellent home money monitor program. Very useful.

❑ **Utlity Disk Maker**
(CAT 2371 - 1 DISK)
Proves very helpful for creating your own disks, serious or not.

❑ **Virus Checker**
(CAT 770 - 1 DISK)
This essential disk always has the very latest version of the premier Amiga virus detector/killer

❑ **X Beat Pro**
(CAT 415 - 1 DISK)
A very friendly music sequencer program. Very good for learners.

ANIMATION

❑ **Animation Studio**
(CAT 2406 - 1 DISK)
A fantastic program to ger you started in animation. Features the onion skin layering technique.

❑ **Boat**
(CAT 933 - 1 DISK)
A very nice animation of a typical english garden scene, with a boat.

❑ **Bonds Last Stand**
(CAT 835 - 1 DISK)
Bond cops it at last, and not before time too.

❑ **Human Cannonball**
(CAT 1599 - 1 DISK)
An amusing story of how not to be a human cannonball.

❑ **Linus**
(CAT 1018 - 1 DISK)
A very original anim with a very good cartoon atmosphere.

❑ **Main Actor**
(CAT 1236 - 2 DISKS - NOT 500)
Top animation editor/player. Allows creation of very high resolution animations e.i. HAM.

❑ **Raging Hormone**
(CAT 2780 - 1 DISK)
Poor old hormone tries to pull a bird. He should know better.

❑ **Raging Hormone 2**
(CAT 2473 - 1 DISK)
That thick hormone just doesn't know when to stop. Very funny.

❑ **Raging Hormone 3**
(CAT 2130 - 1 DISK)
Hormone passes on what he has learnt to his son. What a shame.

❑ **Savings**
(CAT 112 - 1 DISK)
The post office savings advert quite a novel end. Funny.

MISCELLANY

❑ **AMOS Libraries**
(CAT 344 - 1 DISK)
This great disk includes five new command extension libraries for Amos ver 1.3/Amos pro. A must.

❑ **Communicate**
(CAT 279 - 1 DISK)
Learn how to communicate with sign language and many more.

❑ **Octamed Tutor**
(CAT 2456 - 1 DISK)
An excellent guide to getting the most from Octamed or MED.

❑ **Spectrum Emulator**
(CAT 1446 - 1 DISK)
Turn your Amiga into a 48k ZX Spectrum. A fastish Amiga is recommended though.

❑ **Speccy Classics**
(CAT 498 - 1 DISK)
A collection of classic old Spectrum games for use with the above emulator program.

❑ **Speccy Classics 2**
(CAT 1499 - 1 DISK)
More great games for emulator.

❑ **Speccy Classics 3**
(CAT 2993 - 1 DISK)
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GOLD 94%

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- Treble and bass equalization
- Plus, add DSS8+, see below, or any Amiga created/modified digital audio samples to your final mix

G-LOCK ~~£299~~ **£269** INCLUDING VAT - VID 2500

A1230-II 40MHz & 50MHz ACCELERATORS
FOR AMIGA 1200



WITH UNIQUE MODULE EXPANSION OPTIONS

- 40MHz 68030EC and 50MHz 68030 Accelerator
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- Optional 40MHz or 50MHz 68882 Maths Co-Processor
- Memory Management and Cache Control Software
- Kickstart Remapping Technology

The new GVP A1230-II advanced accelerators are available in 40MHz 68030EC and 50MHz 68030 configurations. They can make your Amiga run at least 6X times (40MHz version) or at least 8X times (50MHz version) faster than the standard A1200 and feature unique warranty safe module expandability - see right.

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FOR A1500/A2000/A3000/A4000



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EGS Spectrum is the answer to all your 24-bit graphics card requirements. It is a high performance, high resolution, 24-bit board that will take any Amiga 1500, 2000, 3000 or 4000 beyond AGA! But the hardware is only half of the picture. Without quality software, your investment will be wasted. Not only does GVP's own award winning graphics application ImageFX fully support EGS Spectrum, but also, using a Workbench driver, nearly all existing Amiga Workbench compatible applications will also work on and support the EGS Spectrum system.

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To further increase memory from the maximum 32Mb available on the G-Force 040 card, add one of the two 96Mb memory expansion boards available - see left. These enable you to take your total memory up to an amazing 128Mb RAM, directly connected to this blazing processor.

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Processor	68030EC	68040
Maths Co-Pro.	68882 included	68882 in 68040 processor
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Max 32-bit RAM	16Mb	64Mb
Extras	SCSI	SCSI Ser/Par
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*MIPS: Millions of instructions / second, a normal Amiga runs at .67 MIPS

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ART GALLERY

There's a certain ghoulish element in this month's batch of Amiga art. I don't know, it must be the water. (Eh?)

WINTER QUEEN

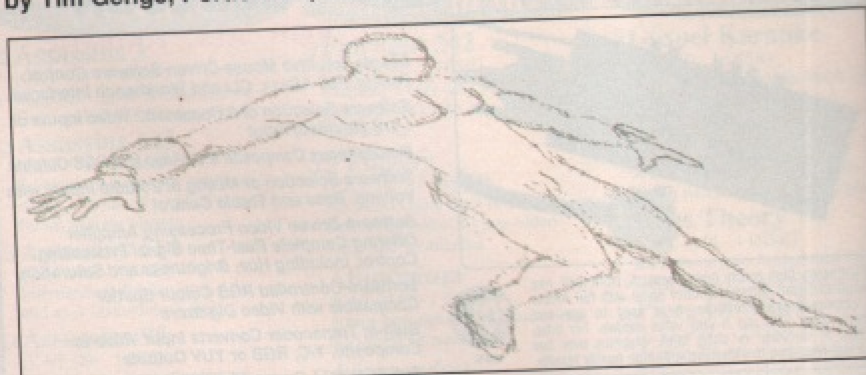
by Danny Geurtsen, Holland.



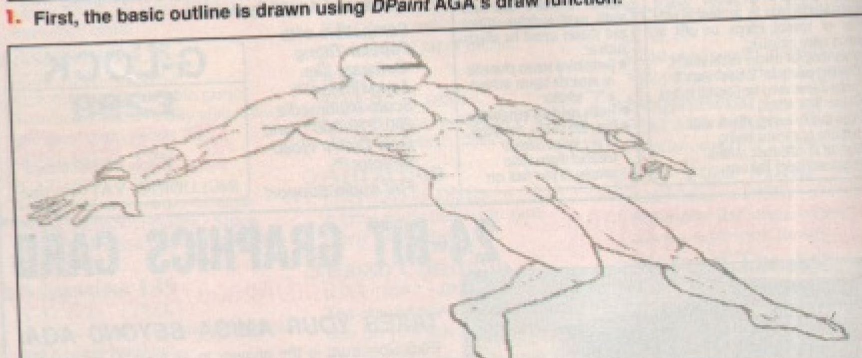
Hey now, this is art! – Ed.

HEAVENLY BODIES

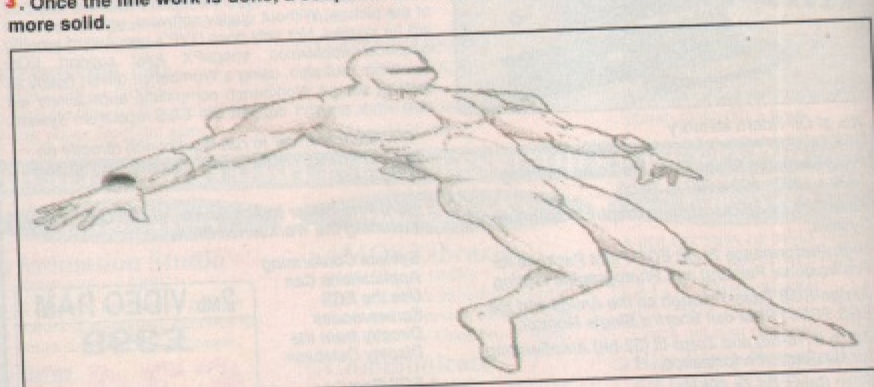
by Tim Genge, Portishead, Avon.



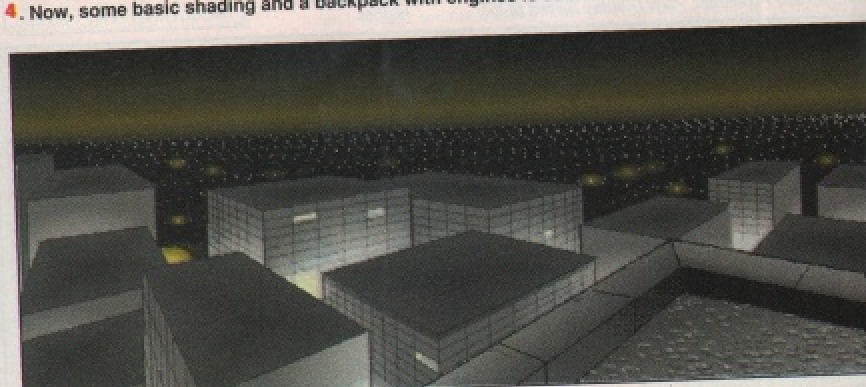
1. First, the basic outline is drawn using *DPaint* AGA's draw function.



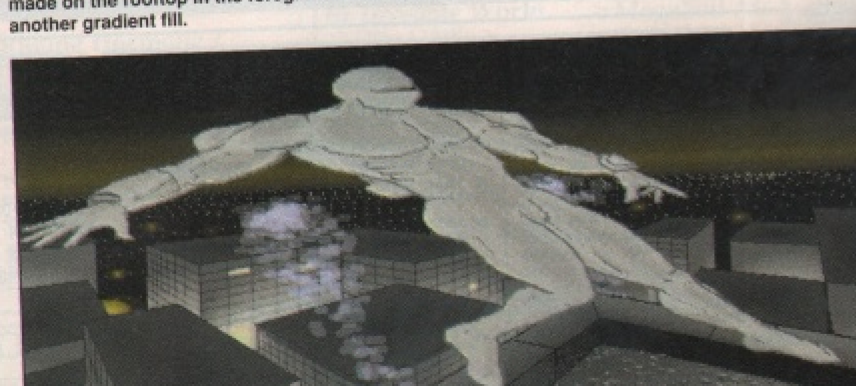
3. Once the line work is done, a couple of extras are added such as ribs to make him appear more solid.



4. Now, some basic shading and a backpack with engines is added.



5. Then the backdrop is created using simple perspective with two vanishing points. The street lights are drawn using the sketch tool and line function. The buildings are textured using gradients fills and translucency set at 70% to make the window frames grade down. A gradient fill is made on the rooftop in the foreground and added later on using a gravel-like brush. The sky is another gradient fill.



6. Finally, Gorgon is lifted from the spare screen and pasted onto the skyline picture. The shading is adjusted to fit the street lights below. The backpack's thrust effects are achieved using an electric blue gradient and translucency at 70%.

RAISING HELL

by Angelo Pliatsikas, Glasgow.



DOCKS BY NIGHT

by Melanie Hewson, Lincoln.



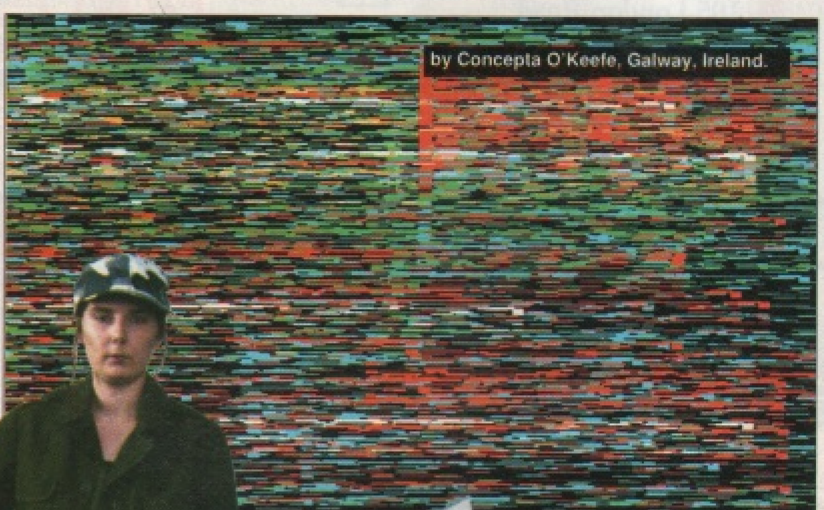
PINHEAD HORROR

by Martin R Edwards, South Glamorgan.



And there's more ...

CATASTROPHE CORNER



by Concepta O'Keefe, Galway, Ireland.



Concepta O' Keefe sent this stenogram in which she created using *Brilliance*. Apparently, if you cut out this picture, hold it five yards away from you, keep staring at it for a least five minutes, you will be able to spot a very good copy of Van Gogh's 'Sunflowers'. However, I think Consepta might just have had a bit too much mouth-to-mouth interaction with a bottle of JDs. J'accuse, Ms O'Keefe, that this piece of artwork is no more than a confused mass of colours which you accidentally created whilst having some sort of apoplectic fit and when you came 'round you decided to try to pass it off as material worthy enough for my art gallery. Well, you stupid old (I guess your age) fart, if you think I can't tell a neurotic mass of demented colours from a sunflower – then you are sadly mistaken. Try to fool me eh? I'll show you. How? I don't know, I'll just think of something, OK.

CALLING ALL DISASTERS

Have you ever created a god awful mess on your Amiga in the name of art? Well, send it in to art gallery's catastrophe corner at the following address: ANOTHER PATHETIC ENTRY TO DEPRESS LISA, ART GALLERY, CU AMIGA, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU.

ANGST

by JA Nicholson, Tyne & Wear.



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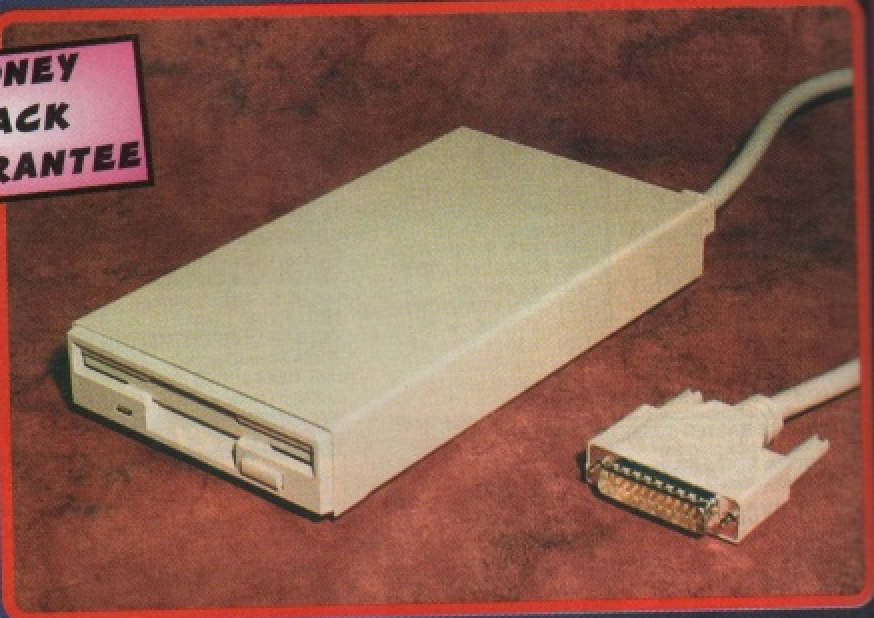
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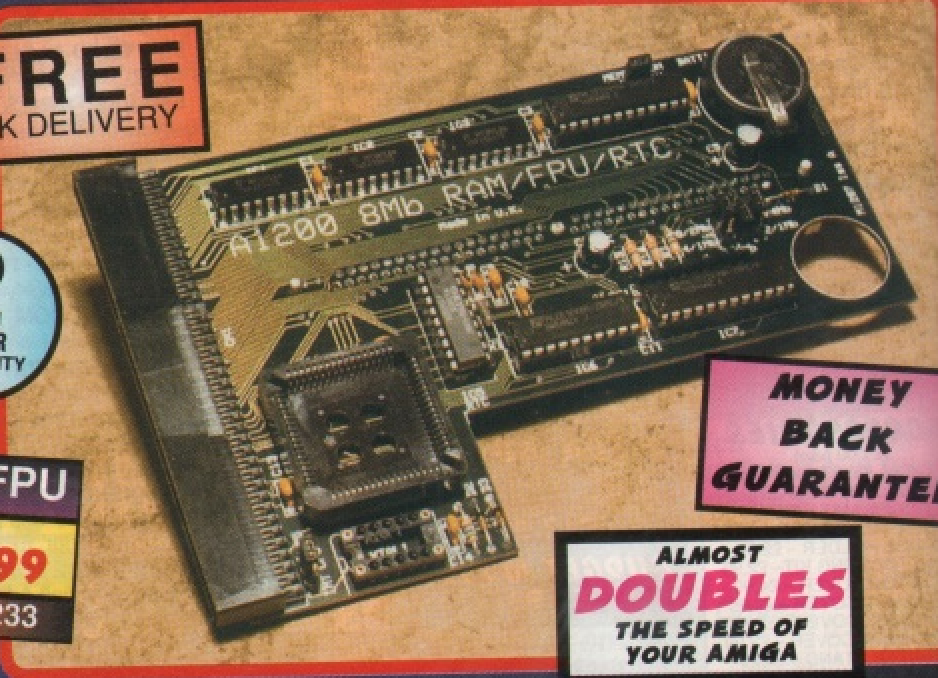
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A1200

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- 3403 MORE WB3 HACKS
- 3405 WINBLENDER
- 3418 NFA A1200 UTILS — Collection of tools for the A1200
- 3419-2 FIT CHICKS — Stunning AGA pictures of girls
- 3422 RETINA BURN RAVE
- 3423-2 NIGHT BREED PIX
- 3425 FREAKS BODYSHOP - More girly pix
- 3428 ANDYS WB3 UTILITY THE BEST! — Huge range of different tools for the A1200/A4000
- 3429 PLASMA CLOUDS 256
- 3436 JPEG UTILITIES
- 3500 HD MEM (Req MMU) — Use your hard disk as memory
- 3501 HOIS 2 MEGADEMO
- 3530 QUICK GRAB AGA — Pic ripper
- 3610 LYAPUNOVIA AGA — Stunning space generator
- 3620-2 BODYSHOP 4 — More stunning babes!
- 3627-2 Motorola INVADERS 2 — Amazing AGA Space Invaders game with a stunning 1 meg soundtrack.
- 3687 TMAP DEMO — Interactive 3D maze...256 colours
- 3693 MANDELMANIA 4 AGA — Fractal generator
- 3789-2 BODY SHOP 5 AGA — Lovely ladies!
- 3795 XANADU AGA — Good mega demo
- 3796-2 FIT CHICKS 3 AGA — Unreal lovely ladies. Ooh La La!!
- 3798-2 FIT CHICKS 2 AGA — Ooh la la.....again
- 3802 EMPTY HEAD AGA — Smart new megademo
- 4001 FRENCH DEMO
- 3888 MEGA BALL AGA — Stunning new AGA version of Break-Out WOW!
- 3800 VIEWTEK 2.0 — Latest AGA pictures viewer
- 3751 FERRARI AGA SLIDES — Stunning pictures of cars
- 3697-2 ASI AGA FIX DISKS
- 4005-3 KLONDIKE AGA — Stunning 256 colour card game.
- 3833-4 MANGA AGA PICTURES — Heaps of Japanese manga pictures
- 3838-2 COMPLEX "ORIGIN" — Unreal introduction to an Amazing Mega demo. Loads of raytraced planet scenes. Brilliant!
- 3843-2 STAR TREK PICTURES — Impressive AGA Star Trek Slides
- 3853 CHANEL NO 5 — Amazing new A1200 Megademo.
- 3981 AGA DATATYPES — Includes JPeg, PCX 1&2, BMP, ILBM Mac and loads more
- 4049 ABSTRACT PIG
- 4055 "FULL MOON" AGA
- 4046-2 BIG TIME SENSUALITY — Rated the best ever AGA demo Includes an amazing remixed soundtrack by Bjorg, and stunning graphical routines.
- 4116 AGA BACKDROPS
- 4123 CONVERT HAM — Converts HAM pictures to 256
- 4124 CD TO A1200 — Parnet clone
- 4125 CD>CD ROM
- 4130-4 KLONDIKE cards — A collection of additional cards for use with KLONDIKE includes Girls. Animals etc.
- 4140 BRAIN STATE IN A BOX
- 4144 ASI MULTIVISION — Graphics utilities
- 4145 BEYOND BELIEF — Another superb demo
- 4146-3 INVESTATION — 3 DISK MEGA DEMO
- 4151-2 BODYSHOP 7 — Lovely ladies on disk
- 4153-2 BODYSHOP 6A
- 4161 FRIDAY AT EIGHT DEMO — Brilliant megademo
- 4160 HOI AGA REMIX — Very strange collection of games
- 4165 AMIGA GUIDE EDITOR — Make your own guides.
- 4185 HYDROZONE GAME — Very fast 3D game
- 4209-2 FAIRLIGHT LOVE — New Fairlight megademo
- 4220 BAZZA 'N' RUNT — Smart little platform game
- 4230 ZOMBIE 2 — AGA updated version of Zombie. Contains loads of blood n guts, a great shoot em up.
- 4234 KNOTTY AGA — Slide a puzzle type game for AGA machines. Great graphics.
- 4237-4 MINI AGA SLIDES — Four disk set of stunnig pix
- 4248 KLONDIKE CARDS — Card set of ELLE

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- DPI3 HARD DISK PREP — Formatting & Prep software for new A1200 hard drives.
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- DPI5 ENGINEERS KIT — Test your A1200 over, speed test, drive check, custom chip tests etc.
- DPI6 EXTERMIN'S AGA — Virus Killer package
- DPI7 CRACK'N'COPY

GAMES

- 2810 SUPER PACMAN — Brilliantly smooth version of that classic
- 3897 KARATE CHAMP — A new Karate beat'em up
- 3898 DIGGER — From the Arcade version
- 3900 KLAWZ THE CAT — Nice looking platform game
- 3901 BLACK DAWN — Brilliant D&D game
- 3902 BAT DOG — Fast and addictive platformer
- 3903 AMIGANOID — Breakout but with 2 bats!
- 3904 WORLD DARTS — Play darts the easy way
- 3905 BOB'S GARDEN — Excellent Diggers game
- 3908 CAFFEINE FREE DIET — Very fast paced horizontal shoot em up. Great stuff!
- 3909 GALAXY '93 — Superb Galaxians game. Very original sound FX
- 3910 CRONIC THE HODGEHEG — A poor mans Sonic the Hedgehog game. SAD!
- 3891 DARTS GAME — Another darts game?
- 3895 ICE RUNNER — Based on the classic Loadrunner, but with totally updated graphics and sound
- 3888 MEGABALL AGA — A 256 colour breakout game
- 3869 PLACEBO INVADERS — Colourful Space Invaders game
- 3870 TACHYON — A Tron clone
- 3871 MOOSE DRIVER — Fast top view racing game
- 3873 DITHEL IN SPACE — Cute but addictive platform game/shoot'em up
- 3861 NOSTAGIUM — The classic C64 uridium is here
- 3858 LCD GAMES — 4 classic LCD games
- 3776 FATAL MISSION 2 — Brilliant shoot'em up
- 3777 Operation Firestorm — Features fantastic graphics. Great platform/shoot'em up
- 3745 HIGH OCTANE — Fast car racing game
- 3718 NUMTRIS — See above
- 3667 INSECTOIDS 2 — brilliant shoot'em up
- 3668 SHANGHAI '93 — A fantastic conversion
- 3640-2 STARBASE 13 — A huge arcade adventure
- 3635 ROBOULDIX — Up to date Boulderdash clone
- 3623-2 MR MEN OLYMPICS
- 3627-2 MOTOR INV 2 AGA
- 3612 KUNG FU CHARLIES — 2 player platform/beat'em up
- 3573-2 18th HOLE GOLF — PD golf game. Good stuff
- 3580 FIREFLY SHOOT'EM — Fast & Furious
- 3570 RUMMY — The card game
- 3563 ROAD TO HELL — Another good top view racer
- 3505 GIDDY — Excellent cute platform game
- 3455 GNU CHESS ks2/3 — Intelligent chess game
- 3462 STARIANS — Fast shoot'em up
- 3987 VCHESS II — Latest chess variant on the Amiga
- 3986 SCRABBLE — Based on the popular board game
- 3955 BLASTER — Fast and furious shoot'em up
- 3985 TEN PIN BOWLING
- 126-3 STARTREK — Based on the all time classic series.
- 4233 KID'S POOL KS2/3 — Superb quality Pool game
- 4226 EVIL INSECTS — Brilliant shoot'em up, features a fantastically animated main character.

LATEST

- 4002 PARNET — Link up two Amiga's together
- 4011-3 KIDS CLIPART — 3 disk set of kids clipart
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- 4016 CHURCH MUSIC
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- 4025 CLASSIC SOLITAIRE
- 4026-2 ASI MULTI PRINT
- 4029 DATA INDEXER
- 4033 ILLUSIONS WOW!!
- 4035 RAVE LENGTH
- 4036 MONOPOLY — The classic board game
- 4038 REND 24 KS2/3
- 4039 DATAPRO — Very fast disk based database
- 4040 FILE ENCRYPTOR
- 4041 AMOS INTUITION — Amos intuition routines
- 4042 PASSWORD 1.2 — Password protect your HD
- 4051-2 ANT WARS — Great new Lemmings clone
- 4060 3D Garden Designer — Design your garden on your Amiga with ease
- 4062 VIDEO MAXE — Powerful new video cataloging system
- 4063 16 COLOUR ICONS — KS2/3 required
- 4064 PAGESTREAM UPDATER — Update Pagestreams import export modules and printer drivers
- 4065 BASS SAMPLES — Loads of Bass samples
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- 4076 20 SHORT MODULES — A selection of 20 very small music modules.
- 4077 ONSLAUGHT — Super fast SHOOTEM UP
- 4078 KRILLIAN INCIDENT — Superb 3D game
- 4079 DR WHO — Dr Who the game is finally here on the Amiga
- 4080 NEW IFF FONTS — A disk full of IFF colour clip fonts. Great stuff
- 4081 EIGHT Colour icons — A collection of 8 colour icons for Workbench 2 or 3
- 4082 ALPHABET CLIPART — Original set of Alphabet clipart images
- 4083 TASK FORCE GAME
- 4084 Waynes World Pong — Super fun Pong type game, loads of great sound fx. Requires Kickstart 2/3
- 4085 RAISE THE TITANIC — Superb new 3D game, where your job is to raise the Titanic.
- 4086 YAHTCY GAME
- 4087 MEGABLOCK 2 — New Tetris clone
- 4090 AGA ICONS — A set of stunning icons for Workbench 3
- 4091-7 ADOBE FONTS 1-7 — Huge collection of Adobe fonts
- 4098 Home ACCOUNTANT — Keep track of where your money goes
- 4099 HOME BUDGET — Look after your hard earned money
- 4100 FONT MAKER — Excellent font maker
- 4101 OXYD PUZZLE
- 4103 TOOLManager BITS — TOOLS+ICONS KS2/3
- 4104 HD CACHE — Hard drive cache system
- 4105 SCHEDULER — New diary system with integrated phone book
- 4106-2 PHOTOCD — Photo CD viewer
- 4108 REORG 3.11 KS2/3 — Hard disk optimizer
- 4109 SHARE Manager 2.3 — Keep track of your money KS2/3 required

LATEST

- 4116 SWERVE AGA
- 4118 X-LIST "Catalogue"
- 4121 HI-LO CARD GAME
- 4124 CD TO A1200 — "PARNET CLONE"
- 4125 CD>CDROM AGA
- 4126 FLYING LESSONS — Comical animation
- 4128 PARADROID II
- 4130-4 KLONDIKE EXTRA — 4 extra card sets AGA
- 4136 Citizen System DISK
- 4137 BACK TO SKOOL 3
- 4138 BIOMECHANOID — 600k rave MUSIC track
- 4141 DYNAMIC SKIES
- 4149-2 A64 PACKAGE V3
- 4155 FOOTBALL ICONS — The World Cup icon set
- 4157 APACHE
- 4162 OVERLANDER — Absolutely brilliant Moon Patrol game
- 4163-2 Cybertech CORP — Requires A1200. Superb Alien Breed type game
- 4165 AMIGA GUIDE AGA
- 4166 DELUXE GALAGA 1.9 — Brilliant Galaxians'clone
- 4167 SYS INFO V3.24
- 4168 QUICKFILE OS 2/3
- 4169 VIDEO MANAGER
- 4170 PP TO EXE
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- 4173 FILEMASTER 2.0
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- 4187 CHEATS V3.0 — Hundreds and hundreds
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- 4189 SMARTY — For children with Autism
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- 4205 DEVOLUTION ART — Ham images
- 4206 PYRAMID GAME
- 4211-5 MORTAL GODS — RAVE SAMPLES 1-5
- 4217 VARKS UTILS NO 5
- 4218 CAL COUNTER — Calorie counter
- 4219 HDCLICK — Hard drive menu system
- 4221 DANGER MOUSE — Very similar in concept to Hunchback but features the character "Danger Mouse" great sound fx + speech.
- 4223 SHAPE ED SW — Shape editor. Sprites n stuff
- 4224-2 RHYTHM ATTACK — SAMPLES 1&2
- 4226 EVIL INSECTS — Smart new shootem up
- 4227 PLEASE Release ME — Funny stuff, starring Dolly Parton.
- 4228 HIGH SPOT FUNKY — Comical animation.

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- 4081 8 COLOUR ICON ED

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- 3935 AMIGA 1000 OBJECT
- 3936 AMIGA A3000 OBJECT — An object of the Amiga 3000
- 3937 BILLIARD BUILDINGS — Includes various objects including CHESS, and various buildings
- 3940-2 VEHICLES — Includes BMW, VW, Future Bike, Farrari F1, 32 Dodge, Steam Engine, etc.
- 3942 MISC OBJECTS
- 3700-2 IMAGINE OBJECTS 1&2 — A collection of various objects
- 3816 USS ENTERPRISE — It's so detailed you need 4meg
- 4030 WILLIAMS F1 OBJECT — Fantastic 4 meg Formula One object
- 4110 IMAGINE ATTRIBUTES — A collection of textures
- 4111 IMAGINE Q&A — The most asked questions answered.
- 4400 IMAGINE ATTRIBUTES 2 — More stunning textures.
- 4401 IMAGINE LIGHT FLAIRS — Create stunning light effects in Imagine as seen in Babylon 5 and Star Trek The Next Generation

EMULATORS

- 2997 A500+IBM EM
- 3837 BBC EMULATOR — A BBC Emulator? A bit weird on the A1200
- 4008-3 SPECCY EM V2
- 3554 PC TASK 2.03 — Run PCXT software on the Amiga SW
- 3495 KICKSTART 3 EM — Run Workbench 3 on your A500+/A600
- 2001 PC EM — Good A500 PC emulator
- 2879 ATARI ST EM KS2 — An Atari ST emulator for the A500+
- 3159-2 QL EMULATOR
- 2897 KICKSTART 2 EM — For A500's use Workbench 2 software.
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AMIGA Workshop

ISSUE 23 NOVEMBER

The 'man having trouble with umbrella' sign can mean only one thing: you've made it to the Amiga Workshop section! Welcome to the most comprehensive tutorial section you'll ever find. Once again, we've extracted another cache of top tips from our band of highly experienced Amiga experts. There's Peter Lee's famous animation series, Tony Horgan's inventive Sound Lab, a beginners' guide to Comms and Internet, and loads more besides!

Regulars

150 Q & A

Which stands for Questions and Answers, but you knew that didn't you? No? Oh well, you see it's the part where you write in with questions about the Amiga and we answer them. Yes, that's it, our Andy and John are like a pair of technical agony aunts. Now I want you t promise you'll turn to page 150. Will you do that for me luvvy? Will you?

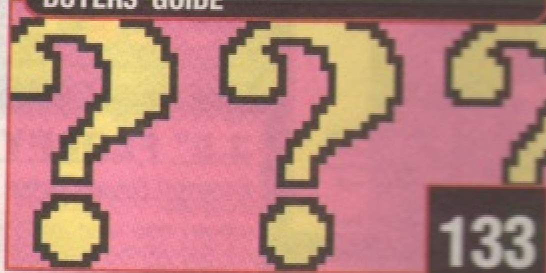
158 BACKCHAT

Talk is cheap – about 25p in fact. That's all it costs you to put your opinions on paper and in the post to CU AMIGA. The postbag has been brimming over as usual, with all your Amiga-related opinions. This month we've got a right barrel of fish for you.

162 POINTS OF VIEW

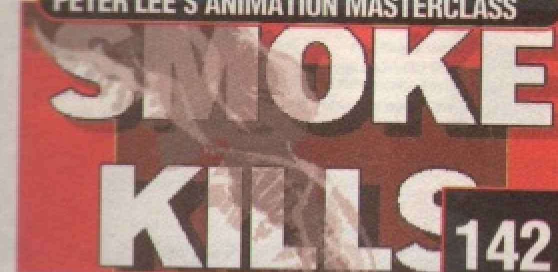
André Digard stirred up a bit of controversy with his opinions on violent games. This month we have a response from Robert Whelan, giving his version of the big game censorship debate with the benefit of a lot of important-looking letters after his name.

BUYERS' GUIDE



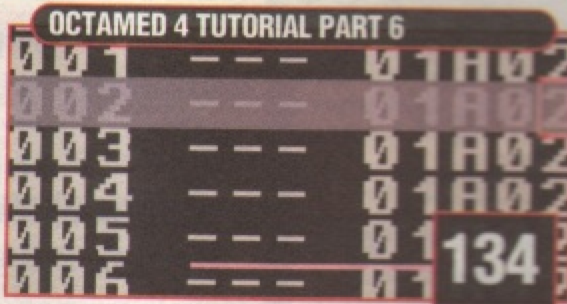
Computer shows are full of bargains, but how can you separate the real deals from the rip-offs? Andy Leaning has some tips on how to get the best bargains and how to avoid the cowboys selling 'too good to be true' software at knock down prices.

PETER LEE'S ANIMATION MASTERCLASS



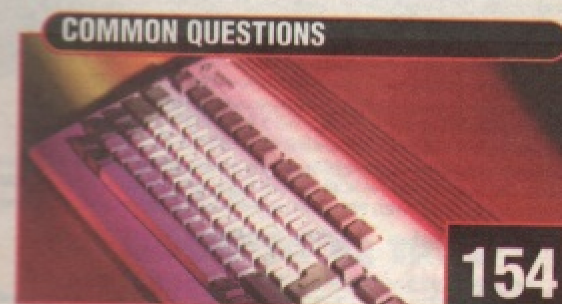
With more tricks up his sleeve than Paul Daniels, it's Peter Lee with another slap-up feed of animation tips. As usual, all the techniques are explained in detail for both *DPaint* and *Brilliance* users. This month, Peter's using drink and nicotine as his subjects.

OCTAMED 4 TUTORIAL PART 6



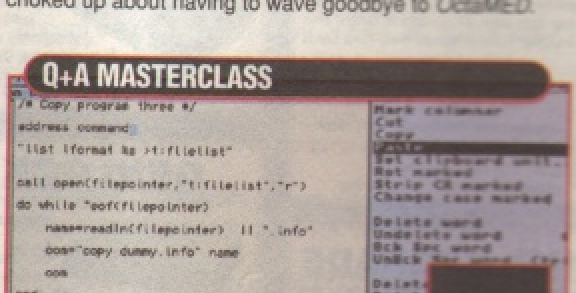
The final part in our extensive *OctaMED 4* tutorial continues on from last month's guide to the effect commands. This is just as relevant to those using version 5, as all the commands are identical. Only problem is, poor Tony's all choked up about having to wave goodbye to *OctaMED*.

COMMON QUESTIONS



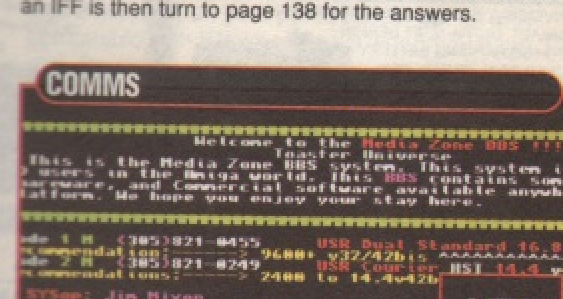
John Kennedy tackles a new stack of the most commonly asked Amiga questions. Graphics are flavour of the month this time around so if you've ever wondered how to record graphics on to video tape, what Akiko stands for or what an IFF is then turn to page 138 for the answers.

Q+A MASTERCLASS



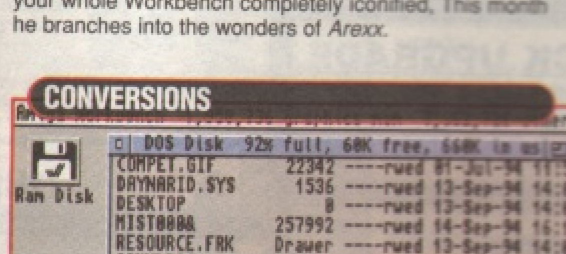
Icons are the key to an effective Workbench, but they're not quite as simple as they look (a bit like Tony Dillon). John Kennedy is on hand with all you need to know to get your whole Workbench completely iconified. This month he branches into the wonders of *Arexx*.

COMMS



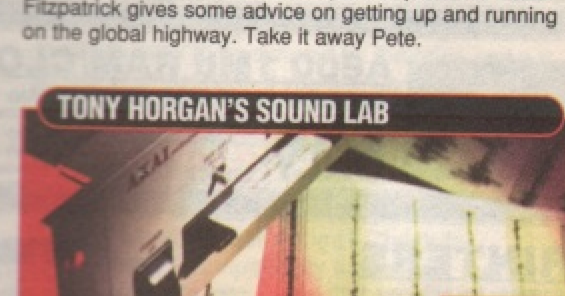
We're going back to basics with Comms this month, for the benefit of those who got lost after reading the last few issues. With more than a little style and panache Peter Fitzpatrick gives some advice on getting up and running on the global highway. Take it away Pete.

CONVERSIONS



No, not religious conversions. So put down your sack cloth and ashes. Andy Leaning begins the first of a new series showing you how your Amiga can cash in other non-Amiga programs. This month, he explores how you can muscle in on PC graphics, fonts and clip art.

TONY HORGAN'S SOUND LAB



Plink-plonk, wakka-wakka chug-chug phweep! Sounds like Tony Horgan approaching with this month's Sound Lab. Apparently it's all about getting your music modules as small as possible, with loads of ways to save memory without compromising your songs.

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AMIGA SHOPPER October 1994: "...a classic case of reliable design... the well made and confidently thought out Zydec RAM expansion takes the gold award."

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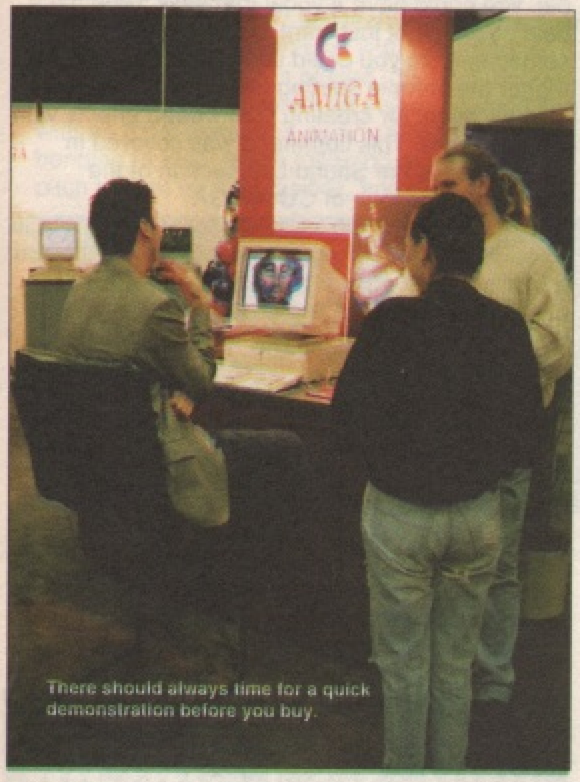


BUYERS GUIDE

THE CU AMIGA GUIDE TO HAPPY BUYING

PART 4

Andy Leaning, the sage of Amiga shopping, advises you how to go about bargain hunting at computer shows.



There should always time for a quick demonstration before you buy.

In the run up to Christmas there will no doubt be several shows where you'll be able to find the latest software and hot Amiga wares at 'never-to-be-repeated blockbuster prices'. However, can you be really sure that the guy flogging *DPaint 5* for a fiver is the genuine article and if he has a bona fide company will it be around in the future if you run into any problems? Also, how can you be sure that the goods you are purchasing are legitimate and in proper working order?

Well, first of all, if you do see *DPaint 5* for a fiver, let Electronic Arts know, they'll no doubt be interested in catching up with the trickster who is ripping their latest program off.

Secondly follow the advice below, it's from a seasoned veteran who has seen more than one buck go down the drain on a dud end-of-show special offer.

1. Use magazine Buyers' Guides and take note of the various companies mentioned in them and any information that is provided about them.

2. When you are at the show be careful not to be too heavily swayed by flash company presentation on retailer stands. Don't ignore the smaller stands that are not decked out with all sorts of gimmicky attire, you may actually get a better deal from these.

3. Always check to see if the company will accept credit card payment. If they do, it is a reasonable indicator that they are a reputable firm.

4. Receipts, invoices, and guarantee documents are also good indicators of a 'proper' company. So look around for signs of this type of paperwork.

5. Also, if possible, ask the sales staff something about the product – even a little knowledge is a good sign.

6. Always take an issue of CU AMIGA along, and see if they're an advertiser. This is the surest way to ensure that they are not just a one-show wonder. However, if you've never heard of the company before you could also ask a sales representative something about them – where are they based, what other products they stock, how long they've been trading etc. A word of warning, though, remember that if the show is busy the staff won't have time for a lot of questions.



Make sure you visit all the stands at any show – whether they are large or small.



Take time to talk to the staff before deciding on purchasing a product.

TOO GOOD TO BE TRUE

If a product is selling at an unbelievably reduced price, say more than 25% off retail, you should try checking a few facts. Is it for instance the current version? If not can you upgrade easily for a reasonable price? Is it the complete package (and not a demo or upgrade version), are manuals included, and will it work on your particular Amiga (ie only compatible with Workbench 1.3 when you have 3.0 etc). It's very easy to buy a package without checking all the facts because the price is so good only to find out when you get it home it won't work with system.

If you buy something as the complete product and it's not, you have rights under consumer law. However, watch out for the words 'sold as seen' or other statements to that effect. This means that you are paying for what you see, and you have little protection should the package prove to be incomplete. You normally see these signs at auctions.

WHAT TO WATCH OUT FOR!

Finally, when buying products at greatly reduced prices it's easy to be swayed by the price and not think before buying it. If you see something that looks like fantastic value don't rush in and buy, but wait and then consider the following :

1) Do you really want it anyway? It may be reduced by £300 but do you actually need it?
2) Will it work on your Amiga? Check for Workbench compatibility limitations, memory requirements, etc.
3) Is everything needed included? Make sure you get the full program, manuals, and dongles (if any).
4) Is it the current version, if not can you upgrade for a reasonable price?
5) And lastly, what's the guarantee, what happens if it goes wrong etc.

OctaMED 4

PART 6

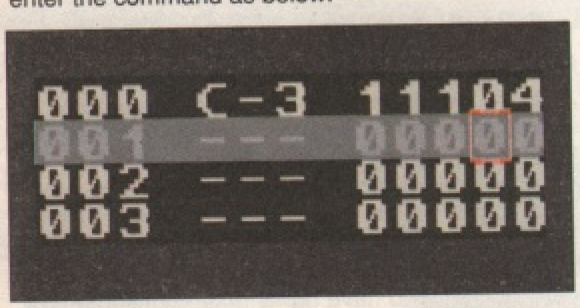
The final instalment of our guide to OctaMED's commands is about to kick off. Continuing on from last month's look at commands, Tony Horgan is your commentator for the next two pages.

For an explanation of how the command system works in *OctaMED*, consult the October 94 issue of CU Amiga, or take a look at the Commands document on the *OctaMED 4* coverdisk from the May 94 issue of CU AMIGA. Right then, on with the commands ...

SLIDE PITCH UP (ONCE) 11

Equivalent to *Protracker* command E1x

Slides the pitch up. This only works when you put the command on the same line that the sample is cued from. The value for this command is the difference in the 'period' value. For example, the note C-3 is equivalent to the period value of 214. To play a slightly pitched up version of C-3, you could enter the command as below.



In this example, a value of 04 is used to play the note at a period of 210 instead of 214. 214 minus the value of 04 equals 210. Remember, lower period values give higher playback pitches.

SLIDE DOWN (ONCE) 12

Works just the same as the previous command, but the value is added to the period, rather than taken away.

VIBRATO 14

***Protracker* compatible**

This is almost the same as the 04 vibrato command (explained last month), but the depth value is halved, to give finer control. The first digit of the value sets the speed of the vibrato, while the second sets the depth. To sustain the effect, insert more vibrato commands (with appropriate values) in the lines after the sample is triggered.

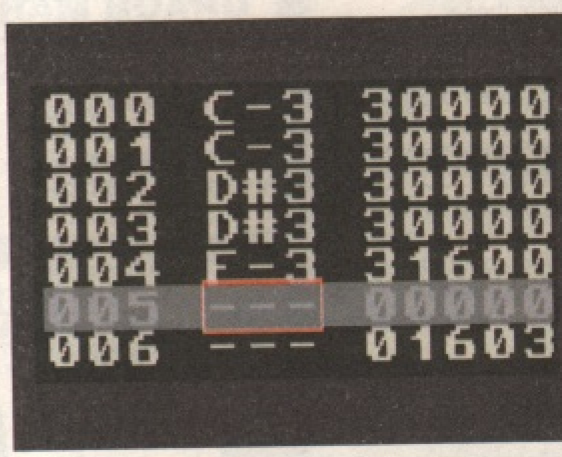
SET FINETUNE 15

This can be used to override the finetune setting in the INST window. If the instrument has no finetune setting, then you can define a one-off retune with this. To set a finetune level between one and seven, enter 00 to 07 as the value. Negative numbers need to be expressed as below:

-1 = FF
-2 = FE
-3 = FD
-4 = FC
-5 = FB
-6 = FA
-7 = F9
-8 = F8

LOOP 16

This allows you to set up loops within blocks. The first instance of the 16 command (entered as 1600) sets the start point for the loop. The second



instance sets the number of loops, and is the end point for the loop. It's the same as the E6x command in *Protracker*. For example, at line 004 in the above example, the start of the loop is set. Line 006 sets the end of the loop, and tells the block to loop from lines 004 to 006 three times. Once it has done that, it continues on through the block as normal. You cannot nest loops (no loops within loops).

STOP NOTE 18

This cuts the note by turning the volume of the instrument to zero, at the timing pulse specified by the value. Lower values give a sharper cut-off. It's the same as the *Protracker* command ECx and similar to the command 08, which achieves much the same thing by actually turning the note off. This also works with MIDI.

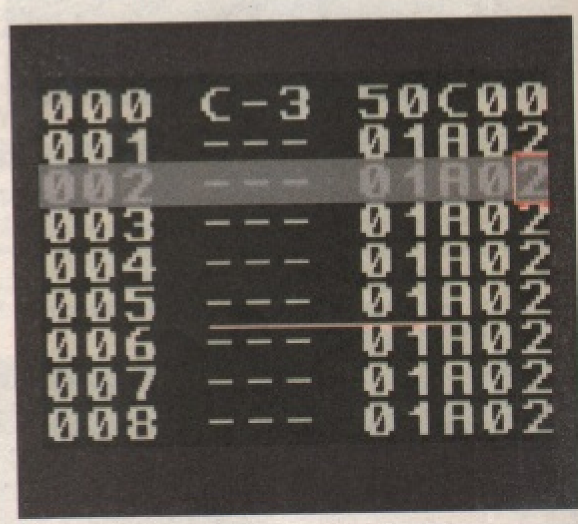
SAMPLE OFFSET 19

My favourite command! This lets you play a sample, starting from any point along the sample wave, instead of playing the sample from the beginning. This has many uses – the more you experiment, the more you'll discover. For example, you could have a vocal that says 'Give me a beat'. You might just want to use the 'beat' part sometimes, so you could use the 19 command to trigger the sample starting from that point. It's also excellent for creating filter sweep effects with long samples. This command was covered in more detail in the Sound Lab section of the November 93 issue of CU AMIGA.

The value sets the sample offset in steps of 256 bytes ($100 hex). If you want to start the sample at a precise point, go into the sample editor, find the part you need, and click on it with the right mouse button. This sets a range at the point you clicked on. The start point of the range will appear in the RNGSTART box. Divide this number by 256, and you have the number to insert after the 19 command. Simple eh?

SLIDE VOLUME UP ONCE 1A

This slides the volume up to the full volume (if sustained long enough) from the default volume of the instrument, or the volume previously set with the 0C command. To continue the slide, subsequent 1A commands must be placed on the lines following the



note. The value defines the speed of the slide, with lower figures giving a faster slide. Handy for fading in sounds. It's the same as *Protracker*'s EAx command.

SLIDE VOLUME DOWN ONCE 1D

As above, but slide the volume down to zero.

JUMP TO NEXT BLOCK 1D

This causes a jump to a specified line in the next block in the play sequence list. The value is the line in the next block to which it will jump (this must be specified in hex). It's the same as *Protracker*'s D command.

NOTE DELAY & RETRIGGER 1F

The first digit of the value specifies the delay in timing pulses, the second specifies the retrigger timing.

MIDI COMMANDS

Some of the main commands work with MIDI, but the following commands are specific to MIDI instruments.

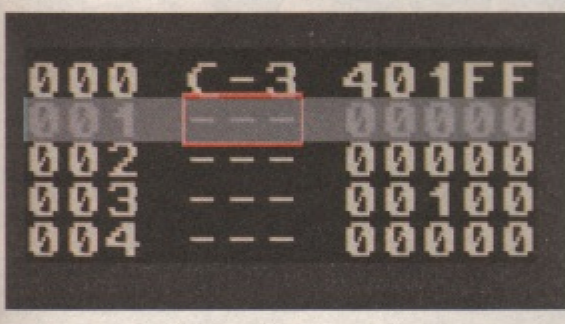
CONTROLLER VALUE 00

See command 05 for a description of this command.

PITCH BENDER UP 01

Turns the pitch bender up eight times the value on each timing pulse. Ranges of pitch bend wheels vary from one MIDI instrument to another, so you'll need to experiment with the settings.

When a new note is played, the pitch bender is not automatically reset, so you need to do this with an 0100 command once you want the pitch bending to stop. In the following example, the pitch is bent up very quickly, and then reset.



PITCHBENDER DOWN 02

As above, but bends the pitch down.

SET PITCH BENDER 03

Instead of sliding the pitch bender like the two previous commands, this sets the pitch bend value to an absolute figure.

This has to be expressed as a signed hex number. 80 (-7F) is the smallest value, 00 is the centre position, and 7F is the largest possible value available.

MODULATION WHEEL 04

Sets the amount of modulation on the current channel. The value can be from 00 to 7F, where 00 gives no modulation, and 7F gives maximum modulation. Values from 80 to FF are not used.

CONTROLLER NUMBER 05

This is used with Command 0 to change any controller (MIDI command B x cc vv, where cc = controller number, vv = value).

Set the controller number you want to change with command 05. Then select the value with command 00. Subsequent uses of command 00 will affect the controller previously defined with the 05 command.

HOLD 08

This command must be on the same line as the note. You only need to use the second digit of the value for this one, which defines the hold value for the note.

This overrides and hold settings you may have defined in the INST window. Decay settings are then ignored.

SEND MIDI MESSAGE 10

This is used to send MIDI messages previously entered in the MIDI message editor. The value is the number of the MIDI message you want to send, except that a value of zero send message 1, and a value of 1 sends message 2 and so on.

MIDI message data has priority over the MIDI note data. MIDI timing pulses are sent immediately, even if a message dump is going on.

POLYPHONIC AFTERTOUCH 0A

Changes the polyphonic aftertouch for the most recent note. The value should be from 00 to 7F.

NOTE VELOCITY 0C

Overrides the default volume (velocity of the instrument. This command must be on the same line as the note.

Use decimal volumes (unless volume is set to hex) from 0 to 64 (these are converted to velocity settings from 0 to 127)

CHANNEL PRESSURE 0D

Sends a channel pressure (channel aftertouch) message on the most recently used channel. The value can range from 00 to 7F.

PAN CONTROL 0E

Sets the stereo position of the sound. The value can range from 00 to 7F. 00 is the far left position, 3F is bang in the middle, and 7F is the far right position.

MISCELLANEOUS 0F

FFA sends a "hold pedal on" command.
FFB sends a "hold pedal off" command.

CHANGE MIDI PRESET 1C

Changes the MIDI preset number of the current instrument. Use with caution in multi-modules.

COMMON QUESTIONS

Here are some of the most commonly asked questions regarding *OctaMED 4*.

Q I've been trying to use *OctaMED 4* for MIDI sequencing, but whenever I connect my synth to it, set up a MIDI instrument, and press one of the keys on the synth keyboard, I get one noise repeating very quickly, until the whole thing locks up. Do I have a faulty copy?

A No. The problem is due to a loop occurring between your synth and your Amiga. In this case, when you press a key on your synth keyboard, the note data is sent into the Amiga, sent back out again by *OctaMED*, and then sent back to the computer once more in a perpetual cycle, until it becomes too much for the system to handle. This is because you have the SEND OUT button activated on the MIDI panel. The solution is simple: turn off the SEND OUT button.

Q When I use eight tracks, the text for the columns gets smaller, but I can just about read it on my TV.

However, when I choose more than eight tracks, it gets ludicrously tiny, and just turns into one big blur. This is annoying, as it's stopping me from using my MIDI gear to its full potential. What can I do?

A Click the NO16 button from the MISC panel. This stands for 'no 16 tracks', and will limit the maximum number of visible tracks to eight. You can still have your 12 or 16 tracks in a block.

Q I have a 1.3 Amiga 500 with a hard drive connected, which holds my extensive sample collection. When ever I enter a new directory (such as drumloops for example), it can take rather a long time to read the directory listing.

This isn't a major hassle, but is nonetheless annoying when you just want to dip and take a look. Can I speed this up in any way?

A There's a simple solution to this. Click on the directory you want to enter, and they click on the tracker editor button in the very top-right corner of the screen. This gets rid of the directory window, and speeds up the process because the names of the files do not have to be displayed as they are read from the hard drive.

Q I have an A1200. When I enable the Chord mode in *OctaMED*, and try to enter a three or four note chord, I only ever get one of the notes appearing. What's going on?

A Unfortunately, I don't have a neat solution for this one. The A1200 has trouble reading more than one key from the same row at the same time.

If you try entering a chord using notes from different rows on the keyboard, you'll find it works fine. You'll find this is the case with most, if not all programs running on the A1200.

Q I've seen *OctaMED* songs that display a message when they load, either in the *OctaMED* program or through the *OctaMED* Player on Workbench. How is this done?

A Click on the TRANS button, and you'll see a long horizontal box marked TEXT. Click in the box, and then enter the message you want to appear when the song loads. Your message can be a bit longer than the size of the box.

Q I've written a track that starts with a big bassline, before leading into the main part with drums, synths and stuff.

The trouble is that the bass sound has a bit of hiss on it, which is only noticeable when there are no other sounds. I've filtered the sound quite a lot in the sample editor, but it loses its character if I filter it too much. Help!

A Try using the Amiga's built-in low-pass filter. This takes off some of the treble from all four channels, and can be turned on and off with the FF8 (off) and FF9 (on) commands.

Turn the filter on at the start of the track, and turn it off again when the higher sounds come in.

Q Which insect makes up the staple diet of the rare Peruvian Tree Skunk?

A Oops sorry, I think you're in the wrong magazine.

THAT'S YOUR LOT!

That concludes our *OctaMED 4* tutorial series. I'd like to say you've been a lovely audience, but ... no, honestly, I've loved every minute of it, and in the words of Kylie "If I had to do it all again, I wouldn't change a single thing ..."

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MASTERCLASS

Sometimes even AmigaDOS isn't enough – John Kennedy moves onto ARexx.

The idea for this month's Masterclass came from a letter from Duncan Strand from Leicester who ran into problems whilst trying to organise his sound sample disks which are packed full of samples without any icons. Duncan had been experimenting with AmigaDOS, trying to create multiple icons by performing variations with COPY and the pattern matching, however, this didn't work.

So what to do? Now it would be possible to write an AmigaDOS script to create all the files, but to be honest I'm not a big fan of writing cumbersome programs in AmigaDOS. I know there are big fans out there, but I'm not one of them. When I want to write a program, I want to use a programming language: not a series of DOS commands. Therefore, I recommend Duncan tries using *Arexx* instead. *ARexx* is the Amiga implementation of *Rexx*, a language which has been around for a bit. It's a little like AmigaDOS in that its programs are stored in plain text files, and there is no need to compile them first. Also, *ARexx* is an interpreted language, which makes it one of the simpler ones to use and it comes with all Amigas that have Workbench 2.04 and above.

STARTING AREXX

Before you can use any *ARexx* programs, you need to make sure the main *ARexx* interpreter program is present and running. The name of this program is *Rexxmast*, and you'll find it in the System drawer of the Workbench drawer. You can start it by clicking on it, or run it from the SHELL by entering *Rexxmast* and pressing return. If you want to make it run automatically every time you boot your computer (which is especially handy if you have a hard drive, when the overheads will be negligible) you should add it to the file called 'user-startup' in the s: directory. If this file doesn't already exist, you can create it by entering:

```
ed s:user-startup
```

at the Shell. If the file does already exist it will be loaded, and you'll be able to add more text. In either case, add the following:

```
run >nil: <nil: rexxmast
```

The '>nil:' and '<nil' parts will ensure that a new window isn't opened by *Rexxmast* when it starts, but you can leave them out if you so desire. If using the standard Commodore ED, remember to press ESC and then X to quit.

USING AREXX

To start an *ARexx* program, you use the RX command which has been lurking on your Workbench all this time. So to run an *ARexx* program called 'Test.rexx' (it is convention name it ending in rexx') you simply open a Shell and type:

```
rx test.rexx
```

or

```
rx test
```

as it will assume the .rexx extension if it is left out.

Now that's how we run a program, but how do we write one? In the same way we used ED to alter (or create) the user-startup file, we also create a file containing *ARexx* commands. At this point it is worth pointing out that ED is by all accounts an extremely primitive text editor, and one which you don't have to put up with. If your finances can't stretch to buying *Cygnus Ed* (CED), you can always get *GoldED* – a superb text editor which is available from many public domain libraries.

Writing *ARexx* programs isn't particularly difficult but you do need to know the relevant *ARexx* commands. Unfortunately, unless you have an A4000 you probably won't have the necessary documentation. However, there are several books on the subject, and I recommend the Abacus guide *Using ARexx on the Amiga* by Zamara and Sullivan, wholeheartedly.

I've listed a few of the most important *ARexx* commands in table 1 page 134, and I hope the construction of our example program serves to illustrate the grammar required by *ARexx*.

Another important point to realise is that *ARexx* can have many more commands than those in table 1. In fact, any program with an *ARexx* 'Port' will add its own commands. What do I mean by Port? Well, the Port is a special piece of programming included in the original program which makes available various features. Many commercial and public domain utilities will offer this facility and in this way *ARexx* can be used to link several programs together. For example, if both an image processing program and the software which controls a video digitiser have *ARexx* ports, it is possible to write a script that will get the digitiser to grab a frame and then pass it automatically to the image processor for further work. *ARexx* thus gives any program with a suitable port an extensive Macro facility and also allows it to truly make use of the Amiga's multitasking capabilities. Even now, the Mac and IBM-PC are only starting to wake up to the possibilities offered by such a system. The facility to create macros (in other words, the ability to pre-program a sequence of events) is terrific when a large number of similar operations need to be carried out.

Here then is a summary of what *ARexx* is good at:

1. Writing small stand-alone programs,
2. Using the *ARexx* port present in many programs to create macros and automate tedious processes,
3. Linking together several separate programs, making use of various features from each.

WRITING PROGRAMS

The first line of an *ARexx* program must start with a comment. This isn't just a good idea suggested by the designers of *Rexx*, but something which has to be done or the program won't work. Like C, comments are contained within /* and */ symbols.

Sometimes you'll see the *ARexx* word ADDRESS used. This specifies which other programs the *ARexx* system will look too for executing words. If, for example, you were writing a script that made use of ASDG's *The Art Department*, you would need to specify address 'adpro' in the *ARexx* program (the case of the port name is important). The only exception to this is when the *ARexx* program is executed not with the RX command, but from with the calling program (for example, *Art Department*) itself. It doesn't do any harm to keep the address line in.

Using the word COMMAND after address is another exception, and this time instructs *ARexx* to use AmigaDOS functions.

In any case, here is a small program to make sure that the *ARexx* system is working. Enter the following into a text file (typing it directly into the Shell will not work):

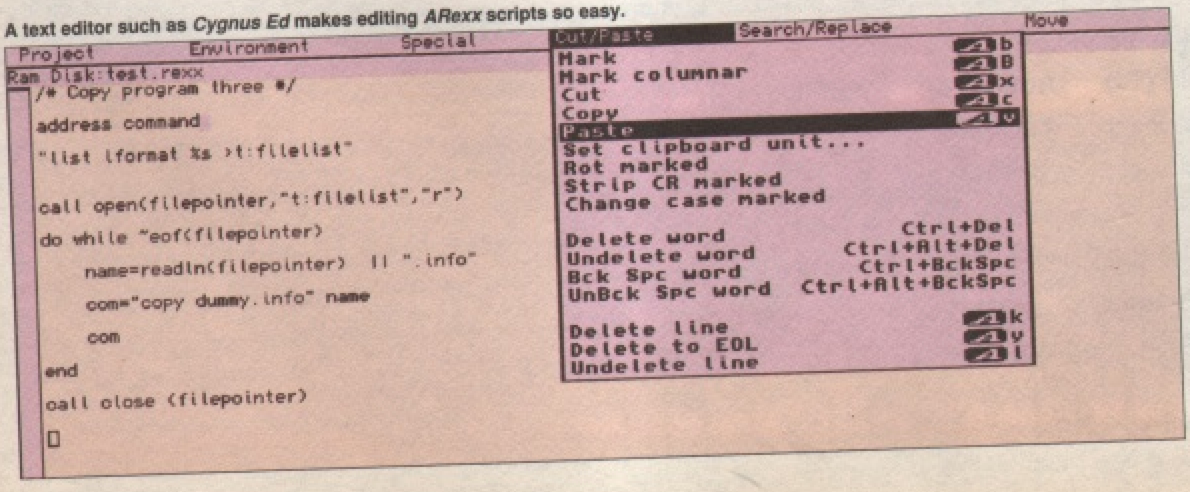
```
/* Test program one */

say "Hello, World"

do 10
say "*"
end
```

Now we come to creating the icons. The easiest way to do this is to create a dummy icon (I've called it dummy.info). A loop in the program then creates a host of new filenames using the loop counter to

A text editor such as *Cygnus Ed* makes editing *ARexx* scripts so easy.



create the names, which will be sound1.info, sound2.info, sound3.info and so on. You will need to experiment with pathnames to suit your system.

```
/* Copy program one */

address command

do i=1 to 10

name="sound" || i || ".info"

com="copy dummy.info" name

com

end
```

The script is short and sweet, but it makes the assumption that Duncan's sound samples are already named sound1, sound2, sound3 to start with, which probably isn't the case.

What we need is an *ARexx* program that will create an icon for a file of any name, and here is how to do it. First of all we need to rewrite the script to make use of the ARG and WORD command.

ARG accepts a word or a list of words typed after the program name when it is started at the Shell. WORDS returns the number of separate words in a string of text, and WORD returns a particular word. See how simple *ARexx* programming is compared to the likes of C or BASIC?

Once we have a script that will create an icon from a given list of files, all we need is a way to easily get the list. Here's the *ARexx* script:

```
/* Copy program two */

address command

arg list_of_names

do i=1 to words(list_of_names)

name = word(list_of_names,i) ||
".info"
com="copy dummy.info" name
com

end
```

Now to get the names of all the sound samples into a text file, enter this at the Shell:

```
list lformat %n > ram:filelist
```

This performs a normal directory listing, but only with the file names, and then redirects the list into a file in the ram disk. Unfortunately we can't simply run the *ARexx* script using this list, like this:

```
rx copy.rexx <ram:filelist
```

as the indirection doesn't seem to work. Instead we have to adjust the script to open up the text of the filelist itself. This time the script also include the necessary list command built-in.

```
/* Copy program three */
address command
"list lformat %s >t:filelist"

call
open(filepointer,"t:filelist","r")

do while ~eof(filepointer)

name=readln(filepointer) || ".info"

com="copy dummy.info" name

com

end

call close (filepointer)
```

And that's it! This script will create a temporary list of all the files in the T: directory, and then go through them one by one, copying the dummy.info icon with a new name. This should give all the files in the directory an icon – problem solved.

AREXX WITH ADPRO

Although *ARexx* is a powerful pogramming language in its own right, it really comes into its own when you start to use with other programs.

Art Department is one program that really benefits from its *ARexx* port. For example, here's a short program that will use *AdPro's* selector to list a group of files for converting into GIF format. This is especially useful when you need to process a batch of pictures but don't want to have to sit around doing each by hand.

```
ARexx script to automate turning IFFs
into GIFs.
  */
Getfiles '"Please Choose all the files
that need processing:"'

if RC=0 then

FileList=ADPro_Result

FileCount=Words(FileList)

Counter=1
Do While (Counter<=FileCount)

Filename=Word(FileList,Counter)

SFilename=Insert('.gif',Filename,Leng
th(Filename)-1)

LFormat 'IFF'

Load Filename
Execute

SFormat 'GFF'

Save SFilename "IMAGE"

Counter=Counter+1

end

exit
```

This script can easily be expanded to load or save different formats and add some processing in between. Remember that *ARexx* itself doesn't know how to load or save images – it just knows how to tell *The Art Department* how to do it.

Using *ARexx* it's possible to adapt many programs to behave more intelligently. For example, Comms users can write *ARexx* scripts to automate logging into Bulletin Boards if their terminal emulator program has an *ARexx* Port. *Music-X v2* users can write their own tools for editing notes and adding effects, and users of GVP's Genlock can automate fading and other effects in time to other programs (such as Bars and Pipes).

ARexx is one the Amiga's operating systems best features, learn how to use it, and you can save yourself a lot of time. For more information, check out the book recommended in the text, or access a BBS which takes the *Arexx* echomail. There are several help files in AmigaGuide format around, as well as some excellent *ARexx* programs and utilities – so ask your favourite Public Domain library. CU

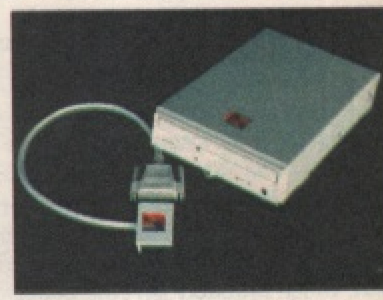
COMMON AREXX COMMANDS

COMMAND	SAY	DO\END	IF THEN ELSE	II
FUNCTION	Displays text or the contents of a variable on screen.	Packets up several lines.	Conditional testing	Concatenates two strings, without spaces.
EXAMPLE	To see what difference quotes make, try the following: again=10 say Hello World say "Hello, World" say Hello, World again say "Hello, World again"	You can also create loops, like this: do 10 say "Hello" end do i=1 to 10 by 2 say i end	Try This: if 1=1 then say "Phew, that was close" if x=19 then do say "Well I never" say "Good old X, eh?" end else say "too bad"	string1 = Hello World string2 = Hello || World say string1 say string2

CONVERSIONS

PART 1

In the first of a new series of articles Andy Leaning looks at ways in which you can adapt PC products for use on the Amiga. To start off he reveals how you can use the thousands of graphics and text files available for the PC.



The Archos A1200 CD-ROM drive will let you read PC CD discs.

Which computer is better – the PC or the Amiga? I started this argument with friends ten years ago and I'm still having it today. And now, like ten years ago, it is invariably an argument with PC owners who are too shortsighted to recognise that, yes, believe it or not, the Amiga has several advantages over their beloved machine.

One area, however, where PC owners can justifiably gloat about their superiority is the widespread availability of PC clipart, fonts and reference text files. Call up any PC PD library and you'll get a list of disks running into the thousands – containing high quality textures, clipart files, TrueType fonts, text files containing massive dictionaries or the classic works of the world's best loved authors (Charles Dickens, Jules Verne, Bram Stoker, Mary Shelley) and much more.

However, Amiga owners need no longer fret about lack of access to these vast libraries – there is a way of gaining access to all these PC files. Doing so can be surprisingly easy too, it's just a matter of knowing how – so settle down and take stock of what I have to say.

AND WE'RE OFF

The first obstacle to get over when using PC files on your Amiga is to actually get your machine to read 'alien' PC formatted disks. PC disks have a different structure to Amiga disks and unless you have a program which can interpret this PC structure you won't be able to access their coveted contents. Luckily there are a number of programs available that do just this.

Workbench 3 systems have an inbuilt routine which provides direct access to PC files. All you have to do is insert a PC disk in the drive and you'll be able to read the files automatically. Amigas with earlier Workbench versions will need a program such as CrossDos which enables your Amiga to read and copy from and to PC disks.

For CD-ROM owners it's even simpler to read PC discs. PC CD-ROMs will read in an Amiga CD-ROM drive without any problems, you don't even need conversion tools.

The Archos CD-ROM drive from Indi, for example, will allow you to read these discs on an A1200.

And we're off! Having set up the Amiga to read PC disks you can then start using the files. For text based files this is merely a matter of copying them to an Amiga disk and loading them into your word processor – simplicity itself. Load up *Final Writer*, chuck in the disk and you could have the complete text of Dracula at your finger tips – as if by magic.

For fonts it's slightly more involved. Most current fonts found on PCs are in a format called TrueType – the format MicroSoft Windows uses. Some Amiga programs can load these fonts directly, but most require fonts to be in a standard Amiga format.

To convert them you'll need a program such as SoftLogiks' *TypeSmith* (£118 from Emerald Creative and reviewed on page 94 of this very issue of CU AMIGA).

GRAPHICS

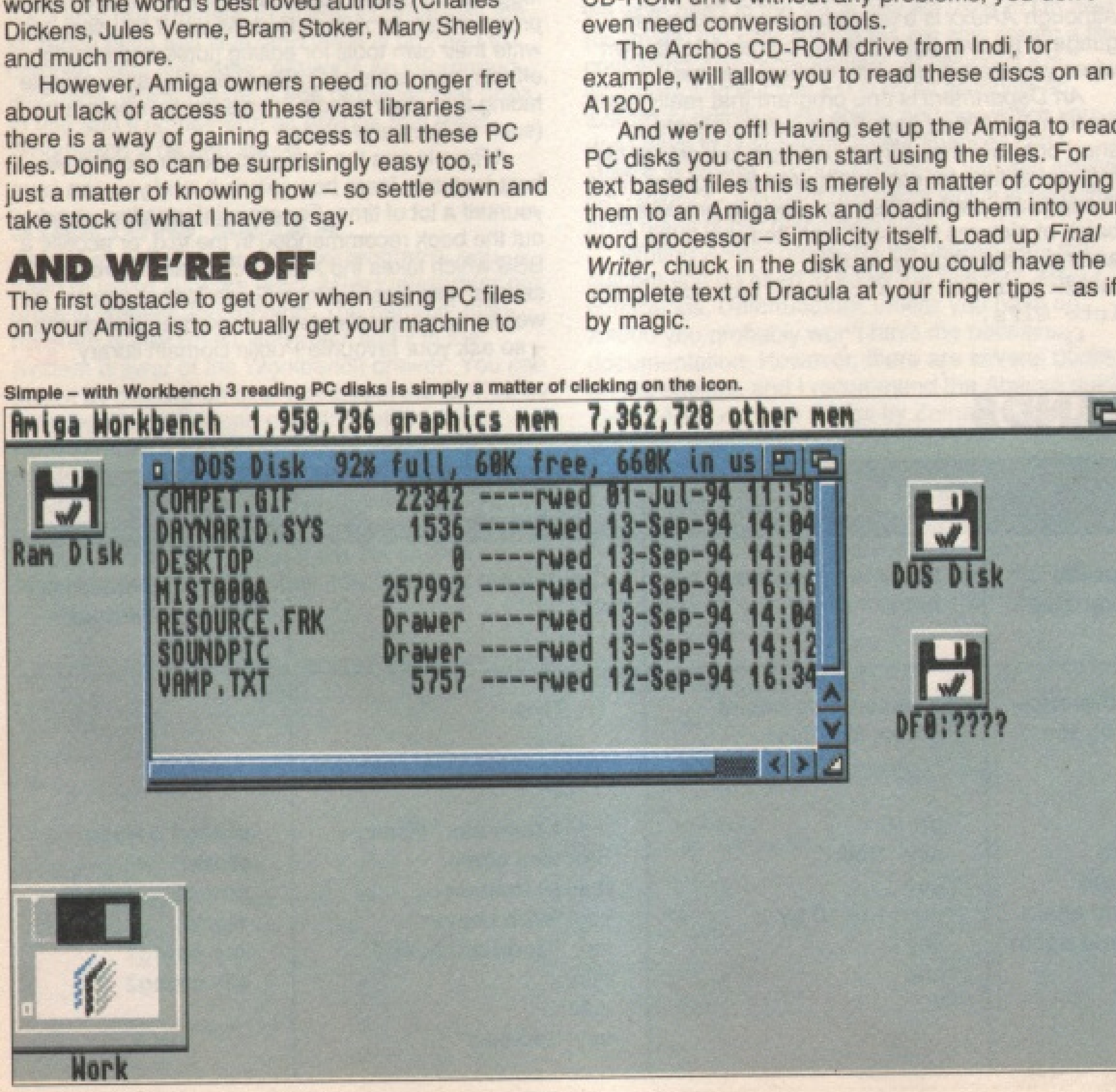
Images, clipart and textures can be trouble. There are numerous graphic file formats on the PC, such as TIFF, Giff, and PCX. Amiga programs, however, can generally only handle the IFF format. To convert from the various PC formats you'll need a program such as *Art Department* or *ImageFX*. These two packages can handle a vast variety of different file formats and are vital if you are serious about converting PC files.

Other programs worth having for converting files are LHA (available from most PD libraries) which is a compression and decompression tool, and a Directory Utility such as the *Dir Works* sample given away with the September issue of CU AMIGA to help manage lots of files at once.

With this collection of programs you should be able to convert most graphics and font files from PC disks and be able to read and use them on your Amiga.

Next month we'll look at adapting PC hardware to work on your Amiga.

Simple – with Workbench 3 reading PC disks is simply a matter of clicking on the icon.



WHAT YOU NEED

For converting PC files you'll need the following programs.

A DISK CONVERSION PROGRAM
Supplied free with Workbench 3, for pre version 3 Workbench systems use *CrossDos*, Emerald Creative 081-715 8866.

FOR CONVERTING FONTS
use *TypeSmith*, Emerald Creative tel: 081-715 8866.

FOR GRAPHICS
Art Department or *ImageFX*, try Silica on 081-309 1111.

FOR READING PC CD-ROM DISCS
use the Archos CD-ROM drive from Indi tel: 0543 419999.

DIY ANIMATION

PART 5

More marvels of animation magic are revealed in this month's tutorial, as Peter Lee conjures up detailed professional tricks of the trade to help get things moving on your Amiga.

As we've progressed from humble beginnings, our techniques have become ever more sophisticated. There finally comes a watershed moment when you need to combine the animation skills we've been discussing with drawing techniques. I've included some drawing techniques as and when needed, but this month sees a marked increase in graphic intensity.

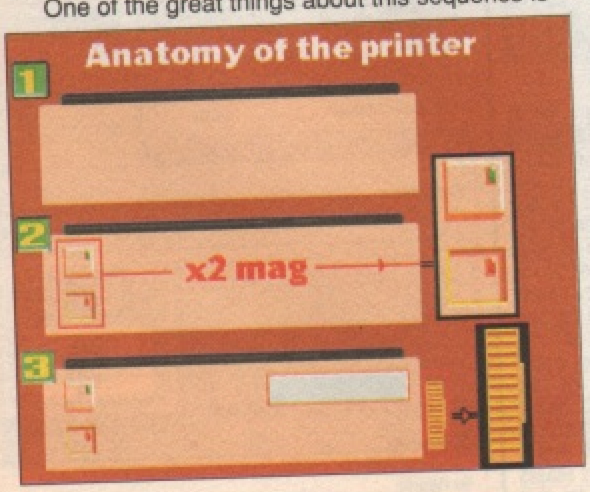
It's nothing you can't handle though. And while each tutorial continues to outline in easy stages how to achieve an effect, you get the added benefit of picking up drawing expertise. So, if you really want to grow as an Amiga artist and animator, stick with me; the road may seem long, but it is paved with gold ...

TUTORIAL 1

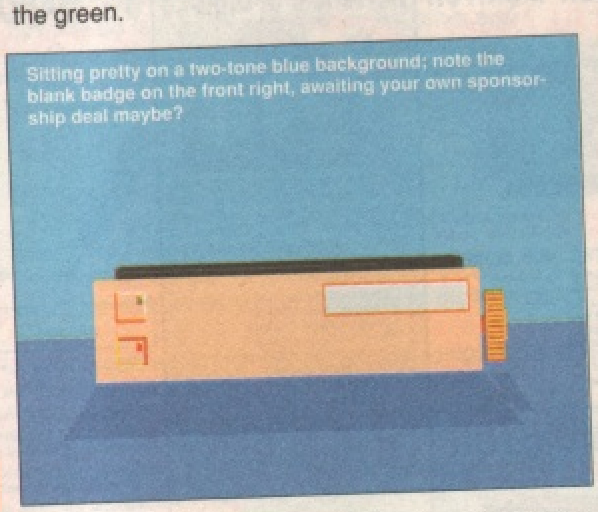
DPAINT: HARD COPY, SOFT SELL

Object: To simulate a real-world printer doing its job, and passing on a message to the viewer.
Mode: *DPaint*, 32 colour, low res; 20 frames

One of the great things about this sequence is the fact that only a small percentage of the screen changes from frame to frame; this means that you can get quite a lengthy animation, showing several pages of information being 'printed'. And like most other tutorials, once you have the skeleton of the effect, you can save it and just add new text as the need arises.



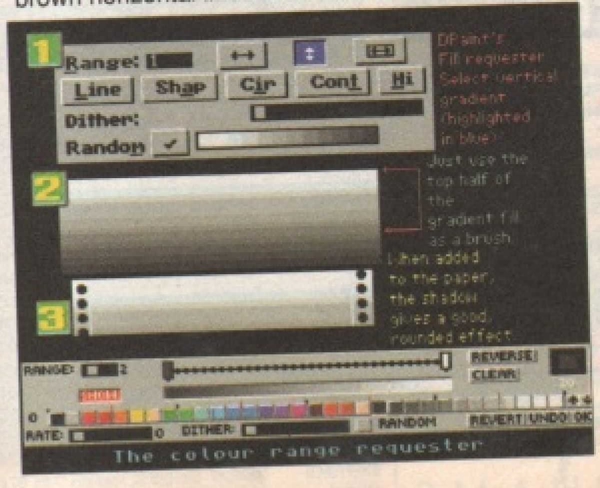
1 Although we are using the default palette which opens each time you start *DPaint*, we need to edit one colour because there isn't one creamy enough to represent the standard printer colour. So call up the Colour editor (right click on the foreground/background colour display). Choose the first green, and using the sliders on the RGB scale create the following values: R 255, G 193, B 97. Click on the RGB button on the far left to toggle the settings to Hue, Saturation and Value (HSV) and ensure the settings are: S 61, V 100 and H 35. You should now have a fawny colour in place of the green.



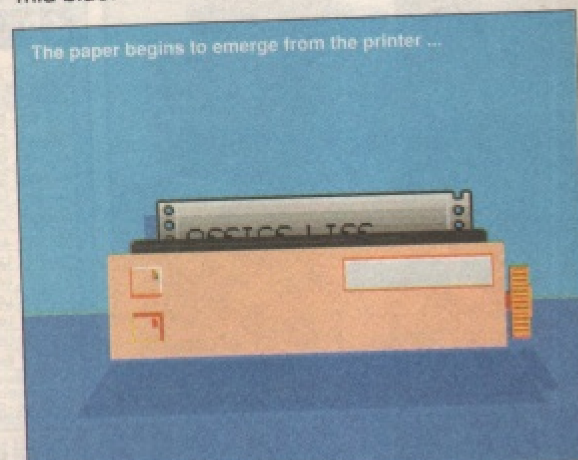
Sitting pretty on a two-tone blue background; note the blank badge on the front right, awaiting your own sponsorship deal maybe?

2 In the interests of keeping drawings simple and functional, we shall create the printer from filled rectangles. The body of the printer is a filled oblong using the fawn colour we just defined. The smoked plastic lid is a thin rectangle of dark grey, with a single line highlight running across the top in mid grey. The handle is a vertical rectangle using a yellowy fawn.

3 To add a little finesse to this plain object, you can suggest curved edges by simply erasing a single pixel from each of the four corners. Add darker brown horizontal lines to the manual knob to give it a curled effect. Draw a light-blue horizontal line 3cm above the halfway point on the screen, and fill the top half with light blue, and the lower half with mid blue.

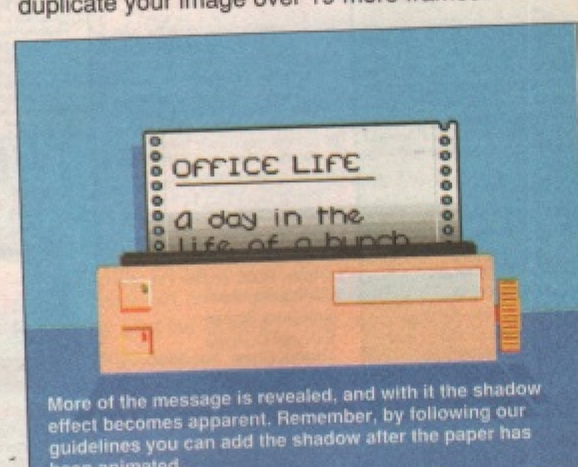


The colour range requester



The paper begins to emerge from the printer ...

4 Using the filled polygon tool (the one which uses straight lines), draw out the shape of the printer's shadow in dark blue. Notice how the perspective is suggested with the lines of the shadow receding from the viewer. Once you are happy with the printer – maybe you'd like to put a brand name on there for added realism – call up the Anim/Frames/Set # requester, and enter 20, to duplicate your image over 19 more frames.

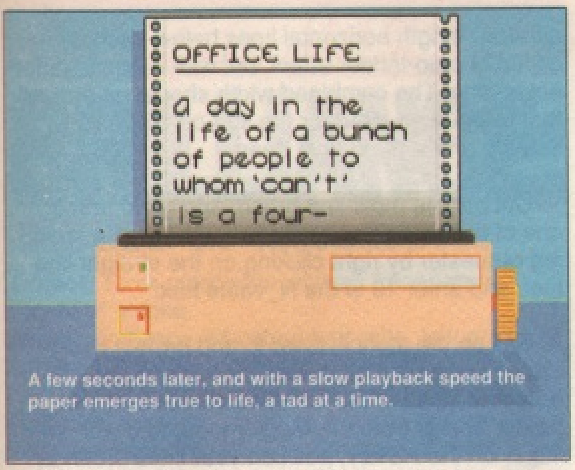


More of the message is revealed, and with it the shadow effect becomes apparent. Remember, by following our guidelines you can add the shadow after the paper has been animated.

5 It's time to create the fanfold paper now, so switch to the spare screen (key j); select as the background colour the light blue you used for the top half fill on the main screen, and clear the screen. Using white, draw out a rectangular sheet of paper.

6 The perforation effect is achieved using the line tool and the medium round brush. Right click on the line tool, and enter '8' in the Every Nth dot slot; click on the Every Nth dot button, and return to your drawing. With the line tool selected, and your drawing colour the same light blue you used to clear the screen with, draw out a vertical line up each edge of the sheet. You will see the holes being created automatically.

7 Cut out the page as a brush, and with black as your drawing colour, outline the sheet by pressing



A few seconds later, and with a slow playback speed the paper emerges true to life, a tad at a time.

the key 'o' before pasting back down on screen. This dark edge will make the paper stand out better during a playback of the sequence.

9 You can add your text to the paper now. I used the Workbench font Opal at 12pt, which just about looks like a dot-matrix font. Notice the shadow on the left of the paper? That adds a nice touch to the animation, and is simply a mid-blue thin rectangle drawn after the outlining procedure. Cut out the paper and its shadow, and switch back to frame one of the printer animation.

10 The effect calls for the paper to gradually appear out of the top of the printer, and this is easily achieved by using *DPaint's* Stencil function and



The final scene. Note the text which has been added to create an introduction for a video diary. You can duplicate this final frame as many times as your RAM will allow, to have it remain on screen so people get a chance to read your output.

the Move requester together. We need to protect the picture from being over-written by the paper as it moves up screen, so call up the Stencil requester (Effect\Stencil\Make). Click on the light blue we used to fill the top half of the screen, then click on Invert, to protect every colour except that one. Click on Make.

11 Place your paper brush in the correct position just below the top of the printer, so none of it is visible (thanks to the stencil we just made). Right click the mouse, then press the key 'u'. This registers the start position for the brush, then undoes the painting which is a necessary part of it. Call up the Move requester (keyboard M), and in the Y distance box, enter a figure between 140 and 150. Click on Preview, and see your page ghosted up screen. Using trial and error to tweak this Y value, work out the right distance to move your brush so it does not fly out of the printer – we want the last frames to show it still in there.

TIP: A really accurate way to find out the distance you need for the Move requester is to set 'Co-ord On' from Preferences, then paint your brush from start to finish. The coordinates zero as you start to paint, so you can see how many pixels you've travelled when you take your finger off the button. Just Undo this reference painting and go back to the Move requester.

12 When you have gotten the distance right, make sure that the figure 20 is in the Number of frames box, and click on Draw to tell *DPaint* to draw the paper throughout the sequence.

13 Play back the animation now – the slower the better, to simulate a real printer at work. It's OK, but you can add just one more tweak to add to the realism – a curving shadow at the base of the paper. Turn off the stencil. Call up the Range requester (Colour\Range menu), and place dark grey at the right-hand end of the range bar, and white at the opposite end. This is range 1. Click on OK.

14 Call up the Fill requester (right click on the Fill tool), and click on the vertical fill icon (arrows pointing up and down), and on the Random box, with the dither slider set all the way to the left. Swop to the Spare screen and clear it. Click on the solid rectangle tool, and draw out a rectangle across the screen and around 6cm deep.

15 Cut out the top two thirds of the resulting gradient fill as a brush (the lower reaches are too dark), and switch back to frame one of the animation. Call up the Stencil requester, and protect every colour except the white used on the paper. Position the bottom of your shadow brush at the base of the page where it pops out of the printer, and register the position.

16 Call up the move requester, and Clear all settings; click on Draw, and the shadow brush will remain stationary and paint over the page as it appears from the printer, leaving the text visible but giving a curving effect well worth having.

IDEAS: Any object appearing from out of nowhere can be created by using Stencilling – cars or people appearing from behind buildings or scenery, or planes emerging from clouds.

TUTORIAL 2

DPAINT:

ICE COLD SUNSET

Object: A tranquil, looping sequence showing a dreamy pink sunset with a taste of luxury.
Mode: *DPaint*, 32 colour, low res: 10 frames

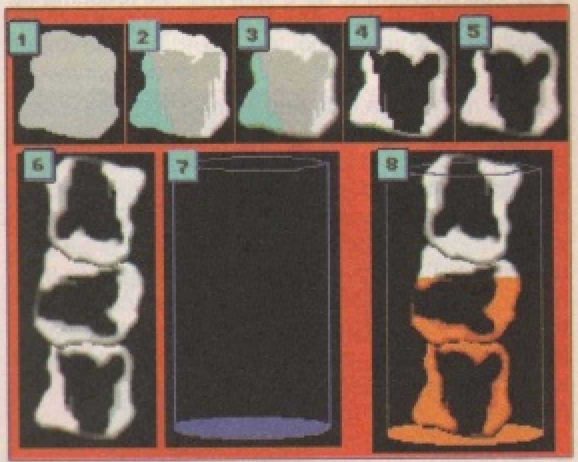
While this animation is pleasant and effective, the real bonus in following this tutorial is the chance to pick up plenty of drawing tips.

The main thing you may be interested in is the representation of ice, which is notoriously difficult to capture using traditional artists' materials, let alone computer art. The animation technique itself takes very little time, and should be a good weapon in your armoury in any number of reflective sequences.

THE ICE

Opaque, semi-transparent, reflective ... if ever a substance was guaranteed to stretch your capabilities, then ice is it. But the first thing to fix in your mind is that we're in the business of 'suggesting' things rather than trying to take a photograph. So we can distil something like ice into shape and colour. Well, what are we waiting for ?

1 If you look at the illustration, you'll see how the ice cube progresses from a simple roughly-drawn polygon to something not un-connected with an ice cube. Draw out the shape of the ice using a mid grey tone and the freehand fill tool. Add a light blue filled shape to the left, and light grey shapes at the top and right, as in stage two.



There's a lot of information here but follow our detailed guide to get the most out of a stunning visual. Note how solid blocks of colour become realistic ice cubes, and the addition of a tinted rectangle into a hollow 'tumbler' gives the flavour of liquid. Lipsmakin' or what?

2 From the Mode menu, select Smooth, and using a medium-sized round brush, trace around the edges of the ice cube, and also where colours border inside it. The light blue was just there to give an icy-blue tint to the highlight, so using the Fill tool, fill the blue area with a light grey, and using black, fill the heart of the ice chunk (Stage four). The final stage is now achieved by again using the Smoothing option on the remaining colour edges, to blur them into one another (Stage five).

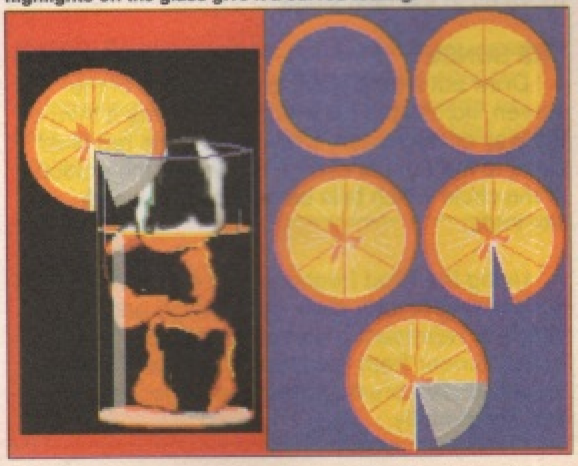
3 That's it – an ice cube. Surprisingly, the hollow-looking centre works very well, giving the impression that the outside edges of the ice are melting, and the centre is transparent. For our purposes we need three chunks, so cut out the ice as a brush, and create a three-cube stack. Note how cubes two and three have been rotated 90 degrees using the z key, to make it look like three random pieces of ice (Stage six).

THE TUMBLER

Again, drawing glass is about fudging reality rather than capturing it. And to do that, all we need is an outline to the tumbler, and maybe a reflective highlight or two.

1 Referring to the illustration again, you can see the tumbler is made of two dark blue vertical lines, and an arc for the rim and base; draw the parallel lines first, then using the Arc tool, draw the curves. To give the object a 3D look, add arcs curving the

On the right you can see the stages in growth of a slice of lemon. From a hollow circle to a slice pre-shadowed for insertion 'behind' the glass of the tumbler. Note too how transparent highlights on the glass give it a curved feeling.



»

» other way to show the far edge of the rim, and the other side of the base. Fill the oval that was created on the base with the same blue as used for the glass drawing to suggest thickness.

2 Once the glass is complete, cut out the ice cubes as a brush, and place them 'inside' the tumbler. You will have to do a little manual touching up of the blue on the rim where the ice brush has overpainted it.

3 The next stage is to add some liquid; the colour used can represent iced tea, cola or whatever takes your fancy. It's achieved by activating *DPaint*'s Tint function from the Effect/Process menu. With mid-brown chosen as the drawing colour and using the filled rectangle tool, draw out a box from just above half-way on the glass to the base. You will see the ice taking on the colour of the 'liquid' you just poured! Again, you will need a little manual painting to the edges of the base area to colour in the rounded corners missed by the rectangle. Turn off the Tint option.

4 Similarly, you will have to hand-paint the surface of the liquid, using the arc tool, giving it a lighter brown colour to that used for the tint. It all adds to the realism.

5 On the illustrations, you should be able to see the white reflective streak running down the left-hand edge of the glass. This is created using white as the drawing colour, and setting Translucency to 50% from the Effect/translucency menu. Use a broad round brush and the straight line tool; as you can see, the ice is still visible through the streak. Add a curved highlight around the base, near the bottom of the glass using the same brush and set-up to emulate the tumbler's roundness.

THE LEMON

The finishing touch to the glass is the slice of lemon – a two-minute job which adds a nice touch to the scene.

1 Using a large round brush and mid-brown, draw out a 4cm circle. Fill with bright yellow, and divide carelessly into segments using the mid-brown and single-pixel brush. Add a few streaks of freehand highlights to the segments using white, and a pip or two using the mid brown and filled freehand tool. Black out a segment at the bottom, so it can slip onto the tumbler's edge.

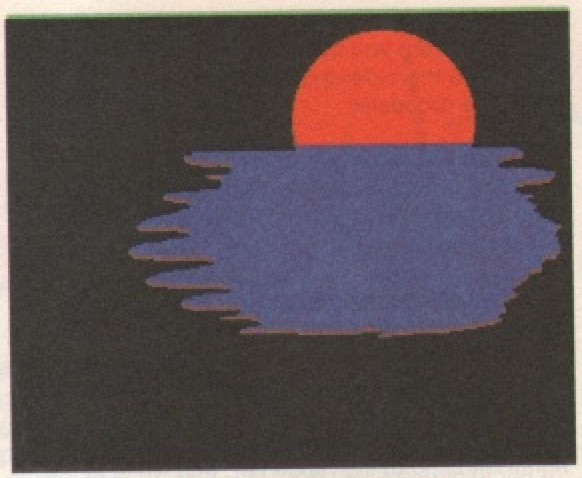
2 To simulate the lemon as it would look through glass, use mid blue as your fill colour, and turn Translucency on again. Using the filled polygon tool, draw out the quarter shape as illustrated; the yellow will now turn grey.

3 Cut out the lemon, and place it on the rim of the glass in such a way that the greyed section looks like it is 'inside' the glass. Save the glass, ice and lemon as a brush (to be loaded in later) and let's move on to the next stage.

THE SUNSET

1 Draw out a pink rectangle at the top of the screen, across the full width and coming a third of the way down screen. Draw out a large red filled circle to the right of centre, and erase the portion of the circle which falls below where the pink sky ends.

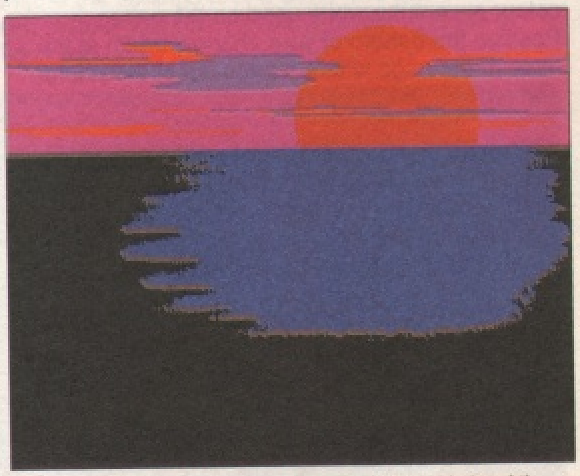
2 Using the filled freehand tool and dark blue as the drawing colour, draw out a rough-edged shape to represent a portion of the sea. Select Smear from the Mode menu, and with a large rounded brush, smear the edges of the sea horizontally.



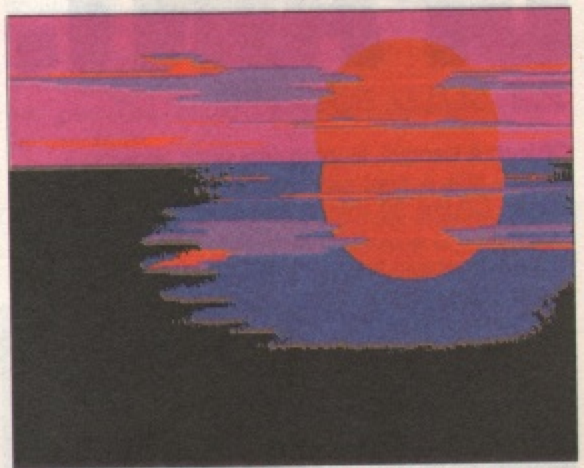
This is the start of the background; a semi-circle for the sun, and a freehand blue pool of sea.

3 Using shades of pink and red, and the freehand filled tool, draw long, thin clouds streaking across the sky and sun. Not too many though – check the illustration. Select your sky pink as the background colour (right click on it) and cut out a brush of the sun and surrounding sky, taking care not to include any of the blue .

4 Press key 'y' to flip the brush vertically. Call up the Stencil requester from the Effects menu and protect every colour except the one used for the sea. Now paint the brush down on the sea for a perfect reflection. Turn off the Stencil.



The clouds – wisps of pink and red have been added and the sea blurred around the edges.



The sky has been copied, flipped and painted down in the sea to act as a reflection.

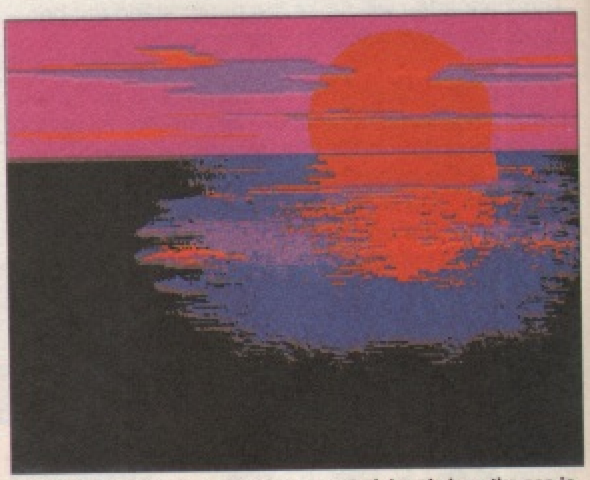
THE ANIMATION

The only moving part of the picture is the sea and reflection but it adds a new and exciting dimension to the whole scene. The techniques outlined can be used for any liquid reflections too.

1 On the spare screen, create a series of different-length horizontal lines below each other - a kind of step-ladder effect, but with rungs of different widths. The combined width should be around that of the area used for the sea on the main screen, and around 6cm deep.

2 Cut out the multi-line brush, and go to frame one of the animation sequence. Call up the spacing requester by right clicking on the straight line tool, and enter 10 in the N_value box.

3 Call up the stencil, clear it, and protect every colour except the blue used for the sea and the reds and pinks of the reflected clouds and sun. Select Smear from the Mode menu, and with your finger on the Alt key, position your lines brush at the bottom of the sea, and with your finger held on the mouse button, draw the brush up screen until you reach the top of the sea. Let go of the button, and a smear effect will work its way through your animation.

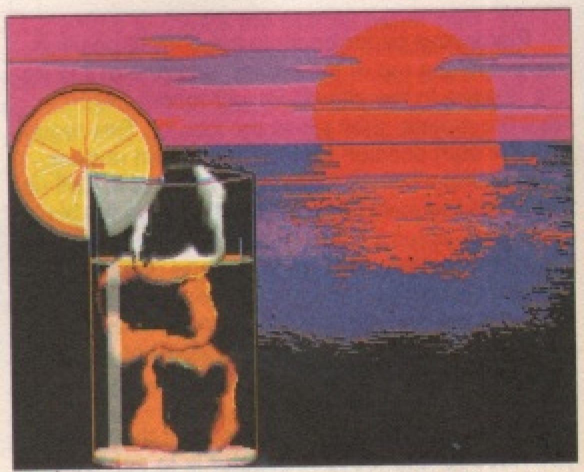


Using the multiple-lines brush we created, here's how the sea is being made to shimmer throughout the sequence. As each frame will be slightly different, the effect really does mimic a calm sea with small waves.

4 Repeat this as many times as you like, once in a while moving the brush a few cms left and right to mix up the reflected colours. The fact that the brush moves in between each frame gives a random shimmer and ripple to the sequence. Load in the glass brush, outline it in black and paste it down manually in the same spot on each of the 10 frames.

5 Press key six to see the animation loop beautifully.

IDEAS: The animation is a pat way of adding realism to reflections in liquids; rivers, oceans all have reflective properties which can be enhanced by movement over their surface. You can also simulate heat-haze for desert scenes in this way too.



The tumbler is added to the animation, acting as a strong foreground focal point. That's the life ... a nice ice cold drink beside a calming sunset – just what you need afters a hard day's work at the CU AMIGA offices.

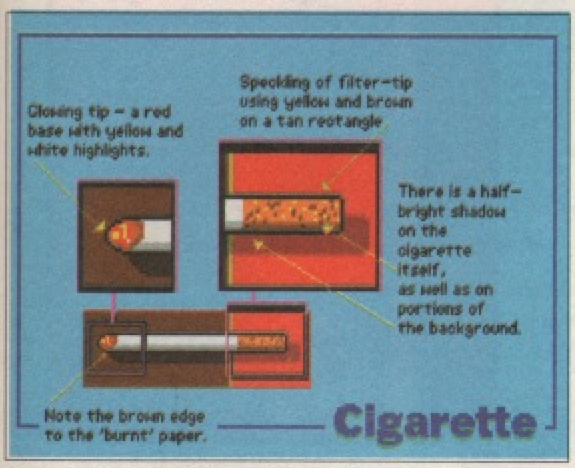
TUTORIAL 3

BRILLIANCE:

CLOUDS OF IGNORANCE

Object: To re-create the whispy, transparent nature of smoke.
Mode: *Brilliance*, 64 colour half-brite, low res (320 x 256 EHB mode); 10 frames.

The first thing to note is that we're using the Half-brite mode that is on all Amigas (except the very few early 1000s). This gives you a main palette of 32 colours, as in standard low res, but doubles them with 32 daughter colours which are half as bright as the originals. A very nice in-between mode which is not as memory-intensive as other multi-coloured ones.

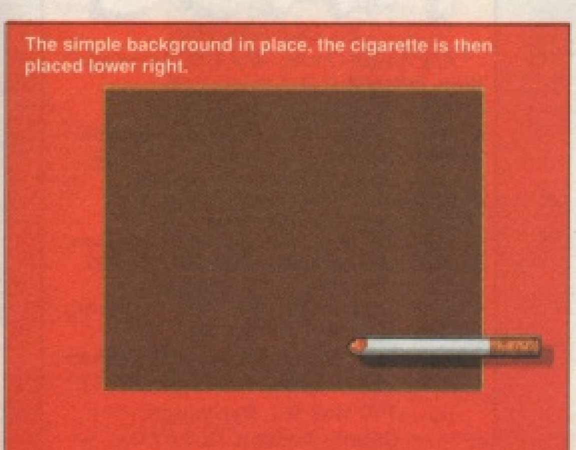


Anatomy of a serial killer ... how the cigarette is made, showing the effect of the Halfbrite shadow too.

1 The cigarette is a simple two-rectangle structure. One is tan, the other mid-grey. The filter-tip effect is achieved by peppering yellow and brown on the solid rectangle. The glowing tip is composed of a freehand filled shape of red, with yellow and white peppering, and a brown edge to simulate burning paper.

2 Switch to the alternate screen (j key). As usual, we're using a simple background to help focus attention on the message; a red screen with a brown rectangle in the centre, edged with yellow. That's all you need. Next job is to place the cigarette.

3 From the alternate screen, cut out the cigarette, and go back to the background screen. From the painting modes requester (accessed by clicking the draw mode tool), select Halfbrite. Paint the cigarette-shaped brush on the right-hand edge of the background screen, and see how it creates a transparent shadow over what's below – this is the magic of halfbrite.



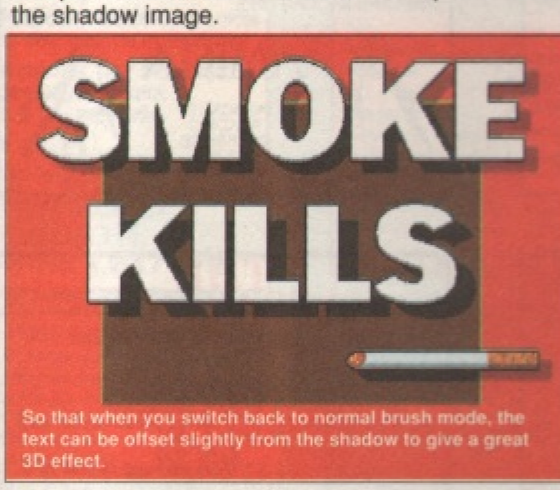
The simple background in place, the cigarette is then placed lower right.



Using the text brush and Halfbrite drawing mode, you can instantly create a complex shadow such as this.

4 Re-access the Modes menu, and set the mode to Brush. Place your brush a little above and to the left of the shadow we've just placed. It's time for the text now; as usual, this technique isn't specific to this one animation – it's a skill which you will find useful for lots of halfbrite work. Switch to the spare screen, and select a large sized font, then enter your text using white as the painting colour.

5 Cut out the text as a brush, and switch back to the main screen; following the same procedure as we did for the cigarette shadow, create a shadow of the text in halfbrite mode, then restore the brush and paint it down a little offset to the top and left of the shadow image.



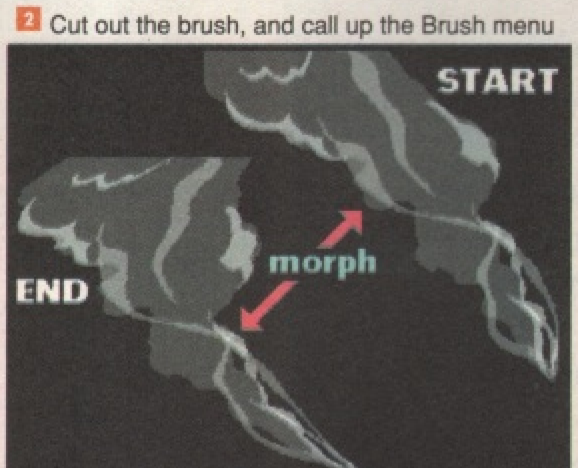
So that when you switch back to normal brush mode, the text can be offset slightly from the shadow to give a great 3D effect.

6 Call up the Animation control panel (right click on the movie projector icon or press keypad 3) and create 10 frames based on the current image. You should save the sequence now for safety

SMOKE

1 Go to the Spare screen, Clear it, and set painting mode to Colour; using four greys, from medium to light, draw out freehand-filled curls and wisps of smoke, which should have a single starting point (in this case, it will be the end of the cigarette).

2 Cut out the brush, and call up the Brush menu



Here's how one plume of smoke can be given life, by duplicating, shearing and then morphing the original into the sheared one. There's not much of a change, but enough to give realism to the plume during the animation.

(keypad 2, or right click the Scissors tool. Place the brush in slot one of the storage grid. Call up the Brush Distort Menu (its menu tool looks like three sheets of paper in descending order and is left of the Undo button) and click on the X button in the Shear section. Now by moving the mouse, you will be able to shear, or bend your smoke brush several degrees to the right. So what you have when you finish shearing is a shape similar to the original brush, but looking as if it has been blown sideways.



The animation begins, with transparent smoke appearing in front of the background, but not obscuring it.

3 Call up the Brush Menu again and store this in slot two for safekeeping. Activate the Anim Brush menu now (keypad 2), and in the Morph section, ensure Frames is set to 10. Click on button 1 in the From section, and wait several minutes whilst brush 1 (the original smoke) is morphed into brush 2 over 10 cells.

4 Once the process is complete, go to frame one of the animation: Turn on Transparency (the icon to the left of the drawing dot), and manually place the first cell of the animbrush correctly, with the smoke coming out of the lit end. Click the mouse button to paint the brush, and advance to the next frame by pressing key 2. Your Animbrush cell has advanced too, so continue the process until the scene is complete. I found that Transparency worked so well, I was able to repeat the process once more, laying down more whispy smoke to emphasis it.



And the beauty is that although short, the sequence progresses nicely.

IDEAS: For Jet engines, guns, motorcars, smoke and fumes are clever touches to static scenes which bring them to life. Using translucency or tints, you preserve your main drawing whilst conveying a realistic mode to pictures. CU

NEXT MONTH

In answer to requests from a number of tooled-up Amiga users, we'll be creating animations which make the most of extended memory. So watch out for tips and tactics on HAM and 256 colour sequences, when the extended graphics capabilities of the likes of the A1200 will be sorely tested!



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Megablock II
Doctor Strange (AGA)
Paradroid II (AGA)
Cybertech Corp. (2, AGA)
Sheppherd
Green 5
Antwars (2)
Deluxe Galaga V.2.3
Banditmania (2)
Ambassador V2.0 (AGA)
Colonial Conquest

MUSIC
Jewels: Funky Cartoons (AGA)
Essential Classics
Megawatts: Mindfield (3)
J. Edgar Hoover Experience
Pandemonium II (2)
I Feel Good (AGA)
Complex Seduction (2, AGA)
Techno Hangover

UTILITIES
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Trek Workbench (2)
A1200 Hacks
Gnu C/C++ Compiler (3)
Cheque Mate

A1200 SLIDESHOWS
Rosanna Arquette
Seven Seas (2)
NFA: BODYSHOP PACK (12 DISKS - £10)
NFA: Phoebe Cates
NFA: Sherilyn Fenn
Aladdin (3)
Swimsuits #1/2/3
Jungle Book (2)
NFA: Boris Vallejo (2)
Ozone: Shed Tears (2)
Red Dwarf (2)
Crawford Coll. (2)
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Klawz The Kat
Soccer Cards
Parachute Joust
Megaball 2.1
Matrix Blaster
Slime Game
Darts
High Octane
Clash Of Empires
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DEMOS
9 Fingers (2)
Trojan Track
S.O.T.A Spaceballs
Phoenix Demo
Dream Trippin
Noice
Clairvoyance
Vomit
Desert Dream (2)
Skizzo Demo 2 (4)
Retina Euro 1
Claustrophobia
Pygmy Exten
Jesus On E's (2)
Mayday
Fairlight 242
Subliminal XTC (2)
Lemon Groovey (not 1200)
Hoth Anim (4) (3 meg)
Revelations SS
Mobile Spaceballs
Lethal Exit
Intense (2)
Sanity Arte
Neoplasia Phobia
Zone Warrior
Subtle Shades
Timpanic Membrane
Wind It Up
Satisfacion G/teed
Flying Cows P/S.I.A.K.
Bait Masking (2 meg)
Rubarb & Custard
Mettalica (5)
Fop Simply Blue
Shamen Mix
Flying Lessons
Capri Slides (3)
Speed Demo (3)
Cappela (2)
Grapevine 19 (3)
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Spectrum 1.7
200 Utils
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Text Engine 4.1
Imagine Objects (7)
Magnum 1.7
Dtv Stuff
Icons (3)
Game Tamer 4.59
Nib V2
Astronomy v2.1
Photography
Error Info
Mini Morph

1200 UTILS
Action Replay 4 Pro
1200 Diagnostics
ASI Multivision
Magic WB (Hard Drive)
Magic WB Extras
Video Tracker AGA
Andy's WB3 Utils
ASI Fix Disk 2
AGA Utils *1
AGA Icon Editor
1200 Final Test
AGA Blankers
AGA Graphic Utils
Skick 1.3
Kick 1.4
Wb3 Backdrops
Wb3 Virus Killers
Wb3 Hacks
Blackboard

1200 GAMES
Klondike 2 (3) (HD)
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Stones AGA (Needs Fast)
Backman AGA
Zombies II
Boron 2
Hoi AGA Remix
AGA Megaball
AGA Tetris
AGA Klondike (3)
Klondike Cards (8)
Boron
Dungeon Walker
Oscar Game Demo
Motorola Invaders 2 (2)
Mad Fighter

1200 DEMOS
Vital
Agony Panel Anim
Corrine
QED 2 (2)
Taste The Difference (2)
Melee
Talent QED
Mini Omisten
Atmosphere
Access Real
Not Again
Numb
Harmagedon
Interchange
Raging Fire
Subliminal X To (2)
Final Chapter (3)
Aguala Damage
Crayon Shinchan
Panta Rehi
Max Overdrive (2)
Friday At 8
1200 Intros
Ivy and Chrome
Fatal Morgana
Ray World (3)
Empty Head
Origin (2)
Full Moon
Abstrax Pig
Volcano
Explicit 2
Hoi Mindwarp
Hoi Planet Groove
Chanel No 5

1200 SLIDES
Bodyshop
Bodyshop 2 (2)
Bodyshop 3
Bodyshop 4 (2)
Bodyshop 5 (2)
Bodyshop 6 (2)
Bodyshop 7 (2)
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POWERCALC V1.5 - Draws graphs
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LOGOS, MEANINGS AND MYSTERIES:

CD ROM – CD32 queries, *ParNET* and various other CD ROM -related problems.

EXPANSIONS – All about upgrading RAM, operating systems and processors.

ACCESSORIES – Plug-in hardware of any kind: scanners, disk drives etc.

PROGRAMS – Answers to queries on particular pieces of software.

SOUND – Music, sampling, MIDI and anything that makes a really loud noise.

UTILITIES – Miscellaneous tools to keep your Amiga running smoothly.

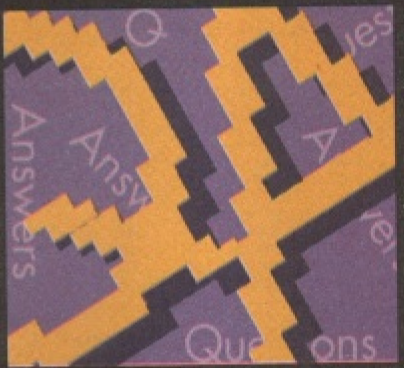
PRINTERS – Form-feeds, page-breaks, preferences and lots lots more!

MONITORS – Monitors, TVs, modulators, screen-modes and all that stuff.

GRAPHICS – Pixels, sprites, animation, pictures. In one small word: graphics.

BUSINESS – Spreadsheets, databases, organisers, accounts ...

HELP – Not everything fits into a pigeonhole, but anything you like fits in here.



Our team of Amiga experts blaze their way through another sack-full of readers' letters.



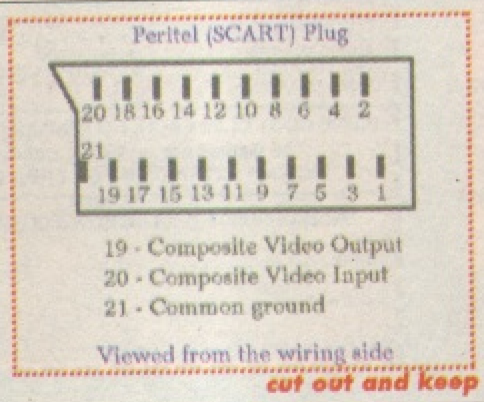
John Kennedy: "Can we have some more reader letters about printer drivers please?"



Andy Leaning: "Oh yes, and some more from A600 owners too!"

TV ON THE CHEAP

I own a bog standard Amiga 1200, and a 14 inch Microvitec 1438 multisync monitor, and I would be grateful if you could answer the following questions:



The SCART system packages all sorts of video and sound signals into one cable. Above: the essential connections you'll need to watch TV on a suitable monitor.

1. Is it possible to receive TV pictures on my Microvitec monitor as I would get a much better display due to its 0.28mm dot pitch? However, unless I have my numbers wrong, televisions receive signals at 50kHz, whereas the 1438 monitor syncs at 15 – 38 kHz. So, am I right in thinking that it's not possible to receive TV pictures?

2. Assuming I *can* receive pictures, can I use Power Computing's Video Backup system, as the advert says you can use it on a 1084 monitor?

3. John, where did you get the Judge Dredd pics you used in the Masterclass section?

Dean Carl Pelier, Alpha House, Kilburn, London.

1. Hmm, some number confusion here. A television updates its picture at 50kHz (which is another way of saying fifty times a second), but this has nothing to do with those other numbers, which are measures of the horizontal scan rate.

Normal TV video signals have a scan rate of 15kHz, so the Microvitec will be able to display video perfectly, and as you say, the good dot pitch should give an excellent picture. The only problem will be trying to sort out a source of suitable video signals – you'll need separate Red, Green, Blue and sync signals for the Microvitec.

2. The Video Backup system has a composite video output, and the 1084 has a composite video input – hence you can watch TV. The video back-up unit just provides an easy way of linking the TV tuner from the video recorder (which is required to back up the hard disk) with the monitor. You don't actually need the Video Backup unit at all to watch TV – just a suitable cable which any TV repair shop will be able to knock up for you. Alternatively, most video-to-video repair kits will include enough adaptors to get the job done.

What this all means by the way, is that unless your video recorder has separate Red, Green and Blue and Sync outputs, you won't be able to use it to watch TV. In any case, I suspect you don't actually have a video recorder and you only want some way of getting a cheap TV in your college digs. If this is true, I have three things to say:

i. Remember that if you succeed, you will need to buy a TV license. Unless your TV is battery powered, students living away from home need their own license. The detector vans are very good these days, and with student grants the pittance they are a large fine could be disastrous.

ii. Keep a look out in electronics magazines for stand-alone TV tuners (they cost about £50, and some will have suitable video out signal – especially old Amstrad ones, originally designed for the CPC colour monitor.)

iii. Don't waste your time watching TV, and go to the library and do some work instead. Or you'll end up like John.

3. I don't know which pictures you are talking about. If I had scanned them directly from the comic with my zarjaz JX100 colour scanner, I'd be a totally grexnix copyright infringer – wouldn't I? The last thing I need need is a hot shot from Tharg thanks ...

SIZE PROBLEMS

I know the A1200 was only supposed to have the 2.5 inch IDE hard drive fitted internally, but is it possible to fit a 3.5 inch drive? The larger drivers are cheaper and I've heard that they are more reliable.

Adnan Hussain, London.

Yes, it is possible to fit 3.5 inch drives to the A1200, although you have to understand that this model of Amiga wasn't designed with them in mind and so you perform any operations at the cost of your warranty and your own risk

You will need some cables to take the different drive cable sizes into account, and a power cable that borrows a 12 volt supply from the internal floppy drive power (the floppy drive will continue to work as normal). Trilogic (tel: 0274 691115) sell these cables quite cheaply.

Fitting the drive inside the Amiga is a fine art, and depending on the exact size of the hard drive (which varies from model to model) it is possible to squeeze it into the case with only minor alterations.

PIRACY PLAGUE

I own an Amiga 500+ with 2Mb. which I've had for about four months. In the first few weeks I didn't have much software

so I started swopping software with my friends, but when I swopped *Sensible Software* with one of them my Amiga caught a virus, Joshua, which has since started writing read errors to my disks. I have tried using brand new games but it does it to them as well.

Keiran, Brentwood.

Sorry, Keiran but my first reaction is that as a software pirate you deserve all you get. Swopping software is a form of piracy, and it is partly a result of piracy that has the Amiga and parent Commodore in the state they are in today.

Never use programs you can't trace directly back to their source, always switch off your Amiga for a few minutes between games and get a disk drive cleaner, because that is what's wrong with your computer. And one more thing – buy your own copy of *Sensible Software* immediately.

A600 PERFECTION



I have an A600 with 1Mb upgrade. However, why is it that there seems to a CD-ROM drive for every Amiga except the A600? Is there a chip I could buy to turn my 16-bit Amiga into a 32-bit Amiga? I have seen the A1200 in action and I'm not impressed. I will eventually upgrade to an A4000T but at the moment I am happy with my A600: I just need to upgrade.

L. Pattison, Bradley, Bilston.

Like the A1200, the A600 has a PCMCIA slot, and I am convinced that it is only a matter of time before it is possible to attach a CD-ROM drive to the A600. In the meantime, you can still keep a look-out for a second-hand CDTV and use *ParNET* to connect it to your A600.

Here at CU AMIGA we have yet to see any form of accelerator for the A600 (you need a 68020 or better for 32-bit performance), but try contacting WAW Elektronik in Germany (tel: 030-404-3331, fax: 030-404-7039) who are rumoured to be producing all sorts of hardware for the A600 and CDTV: we just haven't seen any yet, that's all.

What do you mean you aren't impressed with the A1200? Which features weren't good enough for you then? The 2Mb Chip RAM? The processor which goes four times faster? The new Workbench? The Advanced Graphics Architecture chipset, which can produce more than 256,000 colours from a 16 million colour palette and drive a multisync monitor for flicker free displays of 640 by 512? The ability to have a 50MHz 68030 in the trapdoor (and a 68040 is rumoured)? Come on Mr. Pattison, get hold of one of the latest AGA demos and pop it into an A1200 in your local computer shop. Then try to stop yourself from buying one.

MY PRINTER WORKS TOO WELL



I have a three-year-old A500+ with 2Mb of RAM, a 100Mb hard disk and external floppy drive and a Canon BJ10ex printer.

1. What printer drivers will work with my printer? I was told to use EpsonQ but just about any one seems to work.

2. I am not sure whether my RAM is working properly. I have tried the AVAIL command, but I am unable to understand it. How many bytes should I have free with just Workbench and a Shell running?

3. Could I connect two Amigas together through their hard drives via the SCSI ports? I would like to transfer the entire contents of my hard drive to my Dad's without having to go to the bother of backing up the disk and then restoring.

4. Is it worth buying an A1200 considering its age and Commodore's present state?

C. Robertson, Dumbarton.

1. Most printer drivers will work but not all will take advantage of the Canon's advanced graphics printing features. For example, a simple word processor will output raw text which the printer will happily print. But try an italic, bold or underlined font and you'll start to have problems.

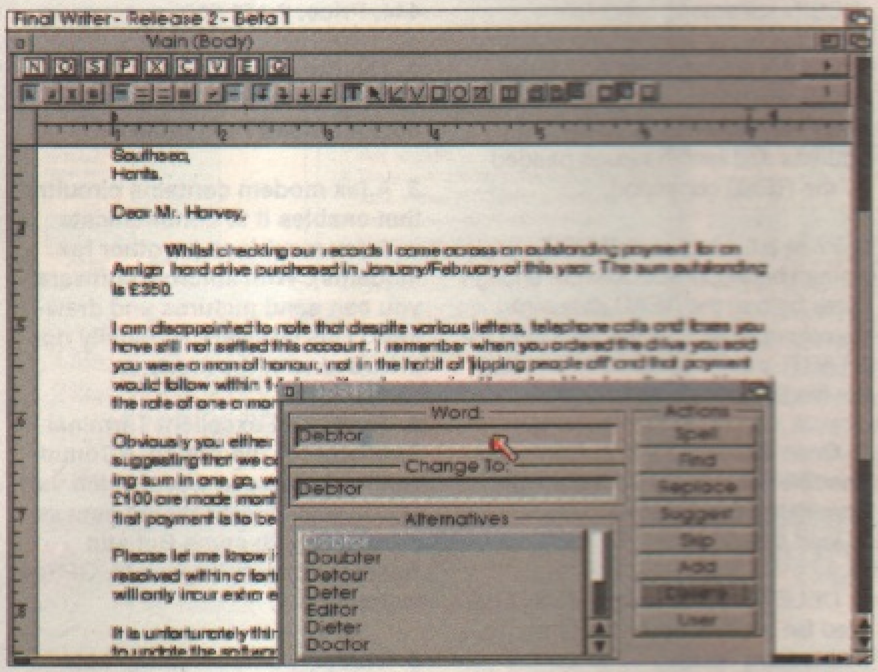
A program like the excellent *Final Writer* uses its own fonts, and if you try these you will simply get gibberish. The same thing will happen if you try and print something from within *Deluxe Paint*. For more control, take the time to buy the Canon Print Studio software, available from JAM (tel: 01895 274449). Mind you this has to be a world's first, a letter complaining that a printer driver works too well. I'll have to lie down for a bit.

2. What makes you think that your RAM isn't working in the first place? The AVAIL command won't test it anyway, it simply lists the amounts of different sorts available (Chip, Fast and the total) under different situations (current amount available, current amount in use, maximum amount and the largest continuous block free). You will have about 2 millions bytes of Chip, but how much depends on screen modes, drives fitted and a hundred other things. If you really need to test it, there are various programs in the Public Domain (try 17 Bit's PD Engineer's Toolkit, tel: 0924 3669982).

3. You could theoretically connect two Amigas like this, although I for one wouldn't like to have to write the driver software. The quickest way to transfer the data would be to connect the drives to the same SCSI bus (there can be up to six drives on the same SCSI bus), which will require one hard drive to be disassembled, the SCSI ID jumper to the changed and a special cable used.

An easier (but slower way) would be to get hold of *ParNET*, and link the two Amigas via their parallel ports. *ParNET* can do more than link CDTVs but why not simply use the regular back-up you have made of your hard drive? What do you mean you don't want to bother?

4. The A1200 is great home computer, with many benefits over the A500+. Get one.



Is your printer working perfectly? Text comes out crisp and clean? What about when you use a program such as *FinalWriter* – don't you need a dedicated printer driver then?

WHY OH WHY?



I have been an avid reader of CU AMIGA since 1989. Since then I have written to CU AMIGA twice about three years ago and to this day I have had no reply.

However, I would be grateful if you would answer this letter in your Q&A section. Is it possible to get a motor mechanics course on disk? For example designing or putting together car engines with a point, click and place basis on engine components. If not could you put this idea to the software houses?

Anthony Bradley, Ballyfermot, Dublin.

Sorry, Anthony but loyal reader or not we can't possibly reply to every letter sent to us. If we did, we wouldn't have time to create the magazine in the first place. The good news is that yes, a mechanics course as you describe does exist (or one very close to it) and it's on CD-ROM. The Bad News that it is for the PC, and there are no plans, as yet, for an Amiga version.

TEN QUESTIONS



I am one of the original Amiga owners. I have an A500+ that didn't come in a pack or anything. I have some questions:

1. How do you create those readme files which I find on a lot of disks?

2. What is the different between NDOS and normal disks?

3. Why are Atari STs so rubbish compared with the Amiga, when they nearly have the same power?

4. Is there a 1Mb 3D rendering package available?

5. What makes hard drives twice as expensive as floppy drives?

6. Are there any decent hard drives for under £100?

7. What is the *Disk Doctor* and where can I get one from?

8. How much does it cost EMAP to

»

» produce every edition of your wonderful CU AMIGA?

9. Can the Canon 10sx produce multi-coloured printouts?

10. Finally, CD-ROM for the A500: where, how much and what will it run?

John Addicott, Moorland, Somerset.

I'm sorry, but to qualify as an original Amiga owner you need to have had an A1000, or at the very least, a 512K Workbench 1.2 A500. Everything else is wimpy modern-day stuff.

1. Use ED from a Shell to create a readme text file. If you need an Icon, the easiest way is to copy one from an existing text file. Make sure there is a suitable text file reader on your disk (for example, the program *More*).

2. NDOS disks have been formatted in a different way from normal AmigaDOS disks and therefore the Workbench can't understand them. Special programs on the bootblock of the NDOS disks contain a specially written file handing system especially for dealing with them. The idea is to reduce piracy by making the disks impossible to read with standard software.

3. Time warp time! This issue was concluded a long time ago, when it became apparent that the Amiga's superior custom chips and more advanced operating system gave it the edge over the ST, even though they both use Motorola 68000 processors.

4. You can't render anything in 3D with only 1Mb, it's simply not on. *Real 3D classic* might get close but you will still need more memory to make it a worthwhile purchase.

5. Hard drives are considerably more advanced than floppy drives. They are much, much faster, and need to work reliably for years.

6. Hmmm ... probably not. You might get a second-hand drive of about 20Mb, but this would be a waste of money. Don't get a hard drive smaller than 80Mb, get one preferably much larger.

7. *DiskDoctor* is a program that came with Workbench 1.3. It tries to read data from damaged floppy disks, and it occasionally succeeded (whereupon it renamed the disk Lazarus and caused a spate of virus scare stories in the letters pages of various magazines). Instead, get the latest version of the program *DiskSalve* from your local Public Domain library.

8. A little more than tuppence ha'penny, I bet.

9. No, it's a monochrome printer.

10. Commodore's A590. About £99 from various advertisers. It will read all CDTV disks and all the current PD disks.

BLITZ FIX

I felt you somehow threw an unjustly dark shadow over *Blitz Basic* in your reply to N. Ferguson's letter in your Q&A pages in the August issue. Mr. Ferguson wanted to hide his graphics data from prying eyes whilst writing programs in *Blitz Basic*.

I believe there exists a far more elegant and easier method. Here is a pseudo algorithm for achieving it:

1. INCBIN any external data files, taking care to assign START: and END: labels, before and after the INCBIN statement.

2. Write a procedure to READ the INCBINned data, using the START: and END: labels to calculate the address and length values needed by the READ command.

3. Write a procedure to WRITE (remembering to ALLOCMEM enough bytes before) the READ data temporarily to RAM:, once again using the START: and END: labels to calculate the length and address values.

4. Once the data file in in RAM:, use LoadBitMap, LoadMED, LoadFONT , LoadSHAPE or whatever you require to load the data file.

5. DELETEFILE the temporarily created file in RAM: as it won't be needed any more.

I believe that this method is by far more versatile than AMOS' own memory banks, as you can include any kind of data be it an IFF picture, MED or *Soundtracker* module, shape or font. In AMOS you can only merge IFF and bob files, but *Blitz* does it with style.

Kenneth Summut, Marsa, Malta.

MODEM WORRY

I own an A1200 and am interested in buying a modem. I have read your articles on Comms and modems, and would be pleased if you could answer my questions:

1. Could you recommend a good modem between £100 and £200?

2. Which is the better modem: the Supra Fax Modem 144LZ or the Pace Linnet PLus?

3. What exactly is a fax modem?

4. What is the best program for controlling the modem, and where can I get it?

5. Which is the best OLR program to use?

6. Please could you tell me the number of any boards in the Coventry and Birmingham area.

A. P Malin, Clifford Park, Coventry.

1. The US Robotics Sportster 14400 Fax modem falls into your price bracket and is very reliable (available from First, tel: 0532 319 444, Price: £ 151.99).

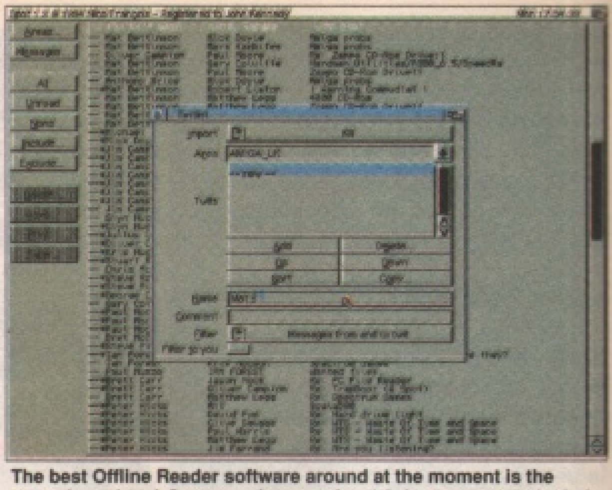
2. The Supra operates at 14,400 bits per second whilst the Pace doesn't. Need I say more?

3. A fax modem contains circuitry that enables it to communicate with fax machines (or other fax modems). With suitable software you can send pictures and drawings. This software is usually not included with the modem.

4. Term is an excellent Terminal Emulator for the Amiga. NComm can misbehave in ways which various Sysops have told me causes problems with some Bulletin Boards. For sending faxes, GPFax is the tops.

5. OLR (Off-Line Reading) software is used to make sending Email easier and cheaper. If at all possible, try to register as a FidoNet 'Point' with a Bulletin Board, and then use Spot 1.3 Otherwise, a OLR program such as *Bluewave* is as good as any.

6. It's a funny thing, but I can't find any. There must be some somewhere nearby, so log onto any board and leave a message asking for suggestions.



The best Offline Reader software around at the moment is the recently updated *Spot*, now into version 1.3. Improvements include the ability to add unwanted messages to an internal 'twit list' that will save you time looking through messages.

I WANNA MAKE A DEMO!

I am 14 and am thinking of making some animations to put on the PD market.

Whether I will be successful or not I don't know but I am willing to have a go. The trouble is that I don't know how to get started or how to put a disk together once I do. I have an A500 with 1Mb of memory, *Deluxe Paint 4* for animation and *OctaMED 4* for sound. I also have no programming experience whatsoever. Could you please tell me of a good simple to use program that could help me?

Could you also me whether you think I should get a memory upgrade and if so, how big?

P.S. Could you please tell me how to use Animbrushes, because I've lost my manual.

Jon Doe, Little Stoke, Bristol.

The average demo disk works in a very special way: rather than simply replaying an animation created with *Deluxe Paint*, the animations are written into the program itself. This is necessary to create the lengthy and complicated miniature music videos which are par for the course these days.

Now that's not to say you should be even attempt to start, you will able to create a lot of impressive effects with what you have got. *Deluxe Paint* comes with a program which will replay animations, and there are plenty of others in the Public Domain which will also do the job. You should be able to find a program which is capable of replaying sounds in the background too.

As you guessed, your lack of memory might be a problem, so stick to animations with as few colours as possible and use short sound samples. The *Video Tracker* program given away with the June issue will help you as well.

When shopping for memory, keep a look out for second-hand bargains as many owners upgrade to A1200s or A4000s. You can't have too much RAM, and the more you have, the longer the animations you can replay in one go.

P.S. Always put your manuals in a safe place, without them you tend to sound a bit like a pirate. Check out the regular tutorials in issues of CU AMIGA for some hints on animations and such like.

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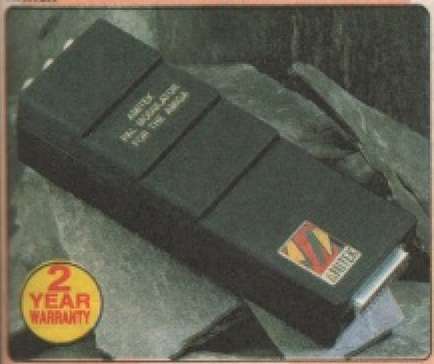
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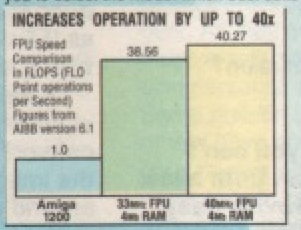
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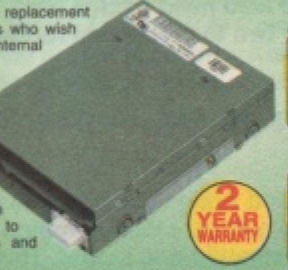
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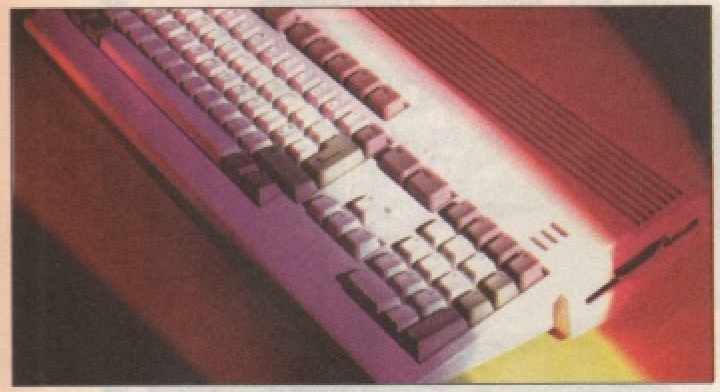
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HELP IS AT HAND



This month, John Kennedy eases all your graphic worries.

Q What is the AGA chipset?

A Older Amigas (A500, A600, A2000, A3000, CDTV) didn't have the AGA (Advanced Graphics Architecture) chipset, and therefore could only display images in a maximum of 16 colours in high-resolution (640 pixels across). However, more recent Amigas have AGA chips and can display up to 256 different colours, or in HAM8 mode.

Q Is it possible to fit the AGA chipset to the older Amigas?

A No, it isn't possible. If you have an A1500, A2000 or A3000 you can buy a third-party graphics card and emulate or improve upon the AGA modes, especially if you upgrade to Workbench 3.1.

Q What is Akiko?

A Akiko is a special chip built into the CD32 to help programmers produce certain forms of graphics effects (such as those used in *Doom*). The chip performs a 'chunky to planar' conversion which maps graphics stored in a byte-per-pixel form into bitplane patterns.

Q How do CD32 games work on the A1200 with a CD-ROM drive then?

A It is possible to emulate the Akiko chip in software, and this is done in the extra software supplied with the CD-ROM drives. Workbench 3.1 also attempts to make this process invisible.

Q What is HAM8 mode?

A HAM mode uses a trick to allow up to 4096 different colours on screen at once, by remembering the previous colour used and making small differences to it. HAM8 (only available with the AGA chipset) takes this one step further to allow up to 262,000 colours. When used in high resolution mode, a good HAM8 image is almost indistinguishable from a 24-bit image.

Q What are 24-bit graphics?

A When three bytes of memory (3 x 8 = 24-bits) are set-aside to store the colour information of every pixel in a display, over 16million different colours are possible. Programs such as the *Art Department* store images in this format to ensure optimum quality when processing the images.

Art Department will 'cut down' the number of colours to display the image in a normal Amiga graphics mode, but if a third party graphics card is used the image can be seen in true 24-bit colour.

Q What graphics cards are available?

A Several graphics card are available on Zorro format, which means they only work in A2000, A3000 or A4000s. The Retina, the GVP Spectrum, the Picasso, the Picollo and the Rainbow are some of the most popular. At the moment there are no graphics cards for the A1200.

Q What software do I need for animation?

A For cartoon style animation, you can't beat *Deluxe Paint* or *Brilliance.* Both allow minature films to be made and provide easy methods of cutting out 'brushes' on-screen and moving them. If you want to make cartoons with lots of colour, detail or frames you will need to invest in some extra memory.

Q How can I create 3D images like those used in *Babylon 5*?

A You will need suitable image rendering software, such as *Imagine 3, Real 3Dv2* or *LightWave.* Then you'll need a very fast Amiga (one with a 68040 processor is best), and about 16Mb of RAM. You'll also need a huge hard disk and a month or two to create and render the models.

Q How do I record my graphics onto video tape?

A An Amiga 1200 and Amiga 600 has a direct composite video output, which contains colour graphics information and sound. This signal is suitable for connecting directly to a video recorder, although you will need a suitable lead. An A500 uses an external modulator to achieve the same result.

Q How can I overlay graphics over any of my video footage?

A To record graphics *over* real 'live' video from a camcorder, you'll need a device called a genlock. Most good-quality genlocks have fader and sound mixing controls.

Q What is IFF?

A IFF is the Interchangeable File Format – a standard used by the Amiga to save data to disk. Pictures are also usually saved in IFF format, which means pictures saved from one paint program will load into another.

Q What is the Copper?

A The Copper is the graphics co-processor which looks after the graphic effects. The Copper runs a program called a 'copper list', which will look after video modes, the colours used and is especially good at scrolling and graduated colour backdrops.

Q How do I get graphics into the Amiga?

A You can either draw them yourself using the mouse, or acquire some extra hardware and use that. The simplest hardware is a graphics tablet, which works like a normal pen and is therefore easier to use. Other hardware includes scanners (either flatbed or handheld) and digitisers.

A scanner will take flat pictures and reproduce them on-screen where they can be saved as IFFs. It's good for DTP work, which deals with a lot of photographs.

A video digitiser will take any incoming video signal (for example, from a digitiser) and convert it into IFF format. You can then load the image into a paint program and play around with it.

Q Why is there no version of *Doom* for the Amiga?

A Well, I would have answered this question along the lines of: "The main reason is that the IBM-PC uses a completely different method of storing graphics, one which is good at texture mapping (the technique of projecting patters onto walls to give an impression of depth) but not very good at scrolling. Doom was written to make the most of the PC's graphics and also the extra speed – a 486PC runs a lot faster than an unexpanded A1200."

However, it now looks like a *Doom* clone will be on the Amiga and we have the exclusive – check out the news pages in this issue for more information on this breakthrough.

Q Do I need a monitor?

A If you use your Amiga a lot for word processing or programming, then a monitor will produce a picture which is a lot clearer and sharper than the TV.

Q I have an A1200 – which monitor should I get?

A If you really only play games but still want a better picture than a domestic Television set, a low resolution monitor or SCART fitted TV/Monitor will suffice.

On the other hand, if you are a more serious user a multisync monitor (such as the Commodore 1942 or 1940) will allow screen displays of up to 640 by 512 without any flicker on an Amiga with the AGA chipset. CU

COMMS

PART 1

Left behind by the communications revolution? Don't know your baud rate from your file transfer protocol? Peter Fitzpatrick re-starts the Comms tutorials for those who have just started and feel stranded.



Comms has been around for some time but recently it seems to be enjoying new found popularity. I mean, all you have to do is open a newspaper and you will no doubt see stories, both positive and negative about the Internet. Even television isn't immune to the current Comms craze – Email numbers are beginning to pop up on TV credits inviting you send in comments on shows, while both the Samaritans and Paddy Ashdown (the Liberal Democrat leader) have gone on line..

So what's it all about? Well, the Comms network links thousands of modem users worldwide. Armed with just an Amiga and a modem you can either interface with other individual modem users or log on to numerous Bulletin Boards (BBs) where you can chat with other users or download shareware goodies and other computer related flotsam and jetsam.

So how do you go about joining this global network. Well, first of all you need an Amiga and a modem. The modem connects your Amiga to a standard telephone line with which you can pass messages and files to another modem or modems which are linked to a computer. The really great thing is that nearly all computers can use it, so you can chat with PC and MAC users too.

BULLETIN BOARDS

Although, interfacing with individual modems is good, connecting up to a bulletin board is a lot more fun. A bulletin board is a commercially-run service where one or more computers are permanently available at the other end of the telephone line. Usually equipped with huge hard disks they can store vast amounts of information and programs etc, which are all readily available. Their main use is to act as an intermediary point for passing information to other users. For example, rather than having to organise with your friend a mutual time when you both have to be seated at your computers to modem each other, you can leave messages and information for one another on the BBS. When you connect up with this type of system it will inform you if there are any messages waiting for you. This is the main principle behind Email or electronic mail.

Once you have your own Email address you can receive electronic messages from people the world over. All they need to know is your Email address – a universally recognised code which refers to your own personal space on one of these bulletin boards. Some bulletin boards are not open to public access, others have areas on them where only certain people can gain access but most can be used to pass messages to other similar setups around the world. This transglobal connection forms the basis of Internet. The Net, as it is often called, is a huge digital database made up of thousands of computers all around the world linked together. Net users can gain access to a wealth of information, much of it useful. Not all bulletin boards provide access to the Internet yet, but that day is not far off.

A HELPING HAND

Maybe the current wave of interest in Comms is just a passing fad, but then again maybe it's a genuine technological revolution. If the latter is true then we should all take our seats at the ringside.

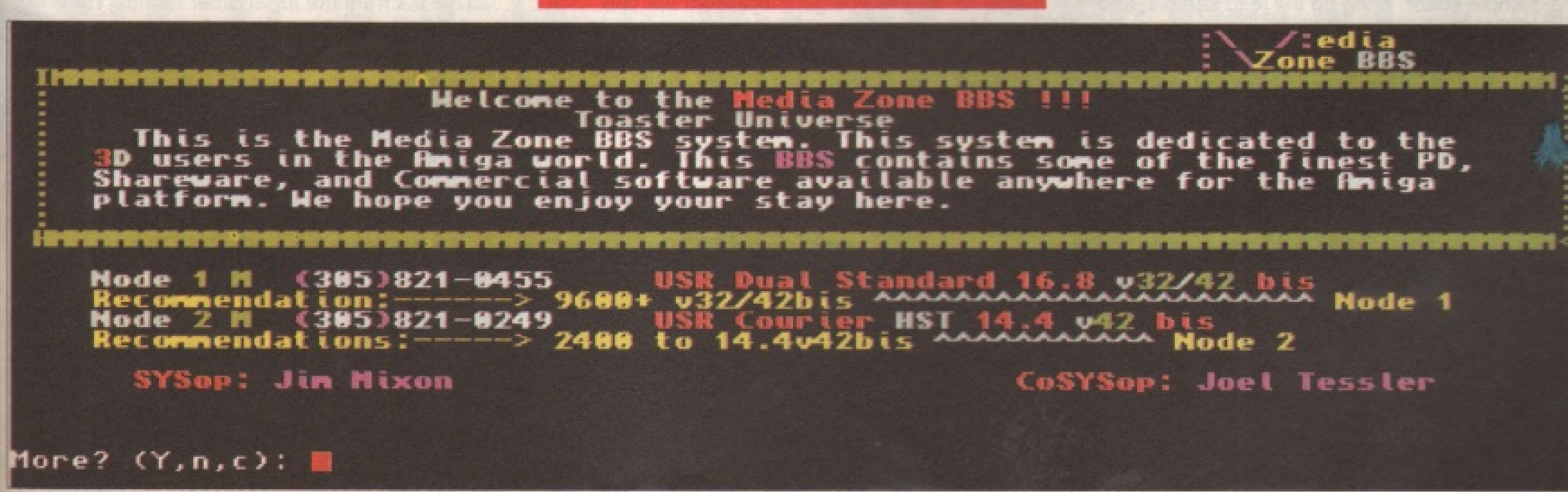
For the newcomer to Comms, the benefits are all too readily apparent – easy access to a worldwide network of other Comms users. However, the pitfalls soon become equally evident. Try getting to grips with the whole issue and you will encounter such delightful terms as V.32bis, baud rates, X-Modem, no carrier, stop bits and the like. All areas of computing have their jargon but with Comms it gets ridiculous. Over the coming months I'll be explaining how to get up and running with your modem. I'm going to try and make it all as simple as possible because I don't see why it has to be difficult. Inevitably this will mean some jargon but only if I can't find a way of avoiding it. However, if you are a more experienced Comms user, I'd love to hear your comments and suggestions on just about anything you care to mention. CU AMIGA has an open conference on cuamiga@ cix.compulink.co.uk. Or, if you want to contact me personally try email pfitzpatricka@cix. compulink. co.uk. CU

BBS UPDATE

A new Amiga-dedicated BBS called Quantum Leap has started. Contact: 0181 292 8877 between 10pm and 8am only.

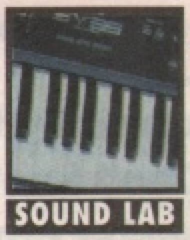
JARGON BUSTER

- **BULLETIN BOARD:** Computer(s) at the end of the telephone line providing a commercial service. Some bulletin boards specialise in specific topics or are for a particular business use, others are more general.
- **COMMS:** Abbreviation for communications. General term for the whole business of using a modem and linking up to a computer elsewhere.
- **EMAIL ADDRESS:** Electronic equivalent of a pigeonhole – remember them? Each user can have one or more Email addresses.
- **EMAIL:** electronic mail. Messages or files sent via a bulletin board for the personal attention of another user or users.
- **INTERNET:** Global network of interlinked bulletin boards. Home to unimaginably huge amounts of electronic information.
- **MODEM:** Stands for the rather baffling MODulator-DEmodulator. It's the box of tricks which lets your computer send and receive messages along a telephone line.



SOUND LAB





Samples eat memory like something with a very big appetite. Tony Horgan has some ideas to slim down those bulging music modules.

Why take two samples into the shower, when you can can just chop and go? The most effective way of saving memory is to trim off all excess noise from your samples. Most sample editors (including those in *OctaMED* and *Protracker*) will show you which part of the sample is playing, with a scan line that runs through the on-screen waveform. You can use this to check whether the whole sample is needed, or if you can take off a bit at the end, or even at the start.

Let's say you have a song in *OctaMED* or *Protracker*, which includes a long sample that plays the lead melody. It's quite likely that the latter part of that sample will not be heard anywhere in the song (due to one note being interrupted by the next note in the sequence, before the whole sample has played through). Play the song, and enter the sample editor. Bring up the lead sample, and look to see if the scan line passes all the way along the waveform. If, for example, the line only ever gets halfway along the sample, you can cut off the second half of it – simple.

DISSECTED RHYTHMS

Rhythm loops are stacks of fun, but just a single four beat bar can use around 40K. Expand that to two or four bars, and I'm sure you can do the sums for yourself. However, most rhythm loops will have similar or identical sounds that repeat a number of times, maybe at different pitches. This means that you can often break down the loop into a number of smaller parts, and then reconstruct it in the song block.

There's an example drum loop on this month's coverdisk 95. See the coverdisk instructions on page 12. Before you go chopping it up, you should make sure you know what bass and treble sounds look like. Pure bass sounds can be recognised by their long smooth arches, while treble sounds look like steep pointed mountain ranges. Where bass and treble sounds occur simultaneously, you'll see the pointed mountain ranges (treble) riding over the sweeping arches of the bass. The height of the arches or mountains defines the volume of the sound. High peaks and low troughs are typical of a loud sample. A quiet sample looks like a wobbly line running through the middle of the graph.

Armed with this knowledge, you should now be able to tell a bass drum from a high hat, just by looking at the sample wave. This is a big help when it comes to cutting up the beat. After a while you'll be able to dissect a whole loop without even listening to it.

Once you've cut up the beat, you'll normally be able to recreate it using just a few of the cut-out pieces. As well as saving memory, this gives you the opportunity to add your own variations and fills. It also means that you can change the tempo of your song, without having to retune a long sample to fit the new timing. As you're now using one-shot drum sounds, they'll stay in time with any tempo changes.

Use different volume levels for certain samples to give your reconstituted beats more life. Similar techniques can be used with tuned rhythms, such as basslines.

SYNTH SOUNDS

OctaMED's synthetic sounds can be very useful. Although they often sound awful, some can sound pretty good. For example, the sub-bass used in the Some Justice 94 demo (Cynostic PD tel: 0203 681687) is just a simple *OctaMED* synth sound - nothing more than a sine wave, but it's very effective, and uses less than 1K of RAM. Other synth sounds can be used for lead lines, chords, and even percussion parts.

That's it from me for another month. Tune in next issue for some more chat about music and noise, and stuff like that.

SMALL TIPS

Here are some more ideas for keeping your songs as small as possible.

- Use low sample rates when a high rate would not increase the quality, such as recordings of telephone speech, gramophone records, distant radio broadcasts etc.
- Use loops on long sustained sounds, and recreate fade-outs with volume commands or OctaMED's Hold and Decay settings.
- Create echoes by playing the same sample across a number of tracks, rather than putting an echo on the sample itself.
- Save disk space with the use of compression options from within your tracker, or with separate cruncher programs. You can get a disk of crunchers from any good PD library.



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BACKCHAT

"It's good to talk," says Bob Hoskins. What would he know? As far as we're concerned, it's better to write, which is why we bring you the Backchat pages. To air your worries and opinions write to: Backchat, CU AMIGA, The Penthouse Suite, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

GOING NOWHERE?

I have been reading your magazine since I bought my first Amiga in April 1992. I used to buy two Amiga magazines then, yours and *Amiga Format*. But at £3.95 each I was spending too much on them. I then dropped one and kept buying the best: CU AMIGA.

The trouble is that you don't seem to be going anywhere. The coverdisks are not up to much. Take *GB Route* on disk 86, this is much the same as the *GB Route* on disk 34, but it says on the disk "New Version". The M40 wasn't on the former because I assumed it had only just opened. However, the M40 isn't even on Disk 86, and it has been open for two years! Why give a free program away when it isn't up-to-date? I know that it is supposed to entice you to purchase the 'special offer' version, but why put it on as a free disk when Complex Computers have paid you for it? It seems to me that you're getting paid twice for the same job. Most users probably won't even use this, instead wishing, like myself, that you would put something useful on the covers, like fonts or pictures in IFF for use on word processors or paint programs or nothing at all and bring the price down. Even small PD games are better than some of the programs on the cover disks. How about getting *DPaint 1* or 2 on the cover. I know it's old, but it'll be more useful that some of the other programs you have given away. I don't like paying for useless programs.

I am glad that you have restarted the Helpline. You always have reviews of games, but stopped giving any hints as how to solve or cheat them, with the exception of the Adventure Helpline, but that only caters for adventure games. How about some help for those who prefer platforms (and I don't mean the shoes)?

I also like the hardware reviews, but I think that they could be done a little better. For example, printers should be shown with their own kind, ie: dot matrix colour 9 and 24 pin one month, mono the next, bubble jet after that and so on. Then when all types have been done, a review of the top two in every category in one feature "The best of ..."

On the plus side, the ever increasing Public Domain is excellent. Keep this up. Your news feature are also impressive as are most of the lead features, although they could use more room..
Gavin Heap, Cheshire.

Constructive criticism is always welcomed in this camp, Gavin, and we're pleased that you like the PD section of the mag and the lead features. Product round ups, as we call them, always have, and always will be a part of the magazine, but we only carry them out when there have been enough new products since the last round up to justify them – if we did a round up every time a new printer came out we'd end up repeating ourselves every month!

As far as coverdisks are concerned, we try to bring you as varied and useful a selection of full price technical products as we can. Naturally there are going to be months where we won't be able to please everyone, but with packages like *OctaMED, VideoTracker, SCALA HVT* and *Dir Works* under our belts, we're positive we can please most users. We've got some pretty top-flight programs lined up for this winter too. On the subject of *GBRoute*, this update is very valid. After we mounted the first version many users came back to us asking for one that allowed routes to be printed. By the way, if your version of this August's *GBRoute* doesn't print, the solution is to 'boot' from your Workbench disk, then load up *GBRoute* and try printing. Simple really.

LABEL PERSON

Please, please put the picture of the coverdisks back on the front of your great magazine. I find the worst part of building up a collection of disks is making a label for the first copy and then any working disks after that.

I buy three magazines a month and receive seven disks and as you can imagine my collection is growing very fast – I have 167 masters at the moment, most of which are coverdisks.

Now to the reason for this letter. If you think this is not right to use the cover picture in this way, please do not publish this letter.

What I do is:

1. Make a back-up copy of the coverdisks as instructed then put them away safely in my master disk box.
2. Cut out the pictures of the coverdisk labels on the front cover allowing about 1/8" all around the label.
3. Cover the back of the labels with 3/4" wide double sided sellotape then trim them down to size, peel off the backing tape and stick it to the disk.
4. I always mark the back of the disk "first copy of master" with a black felt marker and "Archived" if it is an archived copy.

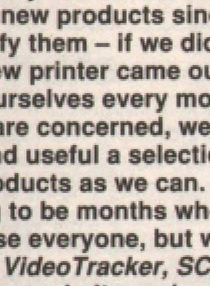
This saves me making labels and they look great in my disk drawer. I hope I have not upset anyone with my little tip, but I cannot be the only one to have thought of it (I've been doing it about six months).Thank you for a good read every month. Please keep it up.
David Stewart, Poole.

The coverdisk illustrations were removed from the front of the issue because CU AMIGA's designers didn't like people like you cutting up all their hard work. But you'll be glad to know that they are back on this month's cover. I must say, this has to be the most interesting use of the cover we've come across recently,

TEAM TALK

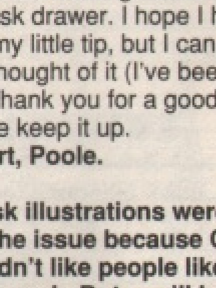
As those chilly winter nights start to draw in, the CU AMIGA team wave a teary bye-bye to the lazy hazy days of summer and wonder what they are going to do with themselves in the run up to Christmas.

ALAN DYKES



Deprived of his beloved summer evening surfing sessions, Alan has devised a top new indoor version of his favourite watery pastime. All you need is a large bath and an ironing board. Place the ironing board in the bath, run the taps, chuck in a bit of sudso, and hey presto: instant surf in the comfort and warmth of your own home!

LISA COLLINS



With the summer scooter rallies all over and done with, Lisa's Vespa fetish still needs satisfying somehow, so she's started up her own division of the Hell's Angels – on scooters. "It's great!" she enthuses, "you get to ride around in a big Parka, scaring all the old people, and then go back to someone's house and listen to Blur tapes. Brilliant!".

THE FAR SIDE By GARY LARSON



and naturally we're happy to show your instructions to everyone. Does anyone else use their copy of CU AMIGA in an 'unusual' way? Please write and let us know all about it!

WHERE ARE THE GAMES?

I find that through the months your magazine has been getting worse because of the lack of games reviews. I dislike the 'Get Serious' section, but unfortunately that's most of the magazine. Also, the disks are good apart from the adventure demos, which are so small you finish them in 10 minutes, not like the *Settlers* demo which I still play because it doesn't have a real ending. Maybe you should ditch the utility disk and replace it with PD games or utilities. I think a lot of readers would agree. The game reviews are really great and I agree with most of the ratings you give them, but the hints and tips are far too small.
Marcel Dekok, No Address Supplied.

Marcel, I can tell you this much: CU AMIGA reviews every major game release available each month (by major, we mean published games, rather than mail order ones from Aberdeen Angus' Bedroom Inc.). Remember, we are an Amiga specific magazine rather than a games specific mag, and therefore have to reflect everything that the Amiga is used for.

A BIT OF DEFENCE

I am writing to you to air my views regarding the "useless coverdisk" and "price of the mag" letters you receive – in particular to contest Rob Stone's letter in your August issue. I realise that this is my opinion and not the views of other readers.

I feel the price of your mag is very reasonable considering the vast amount of information and tutorials, reviews and competitions it contains. As for coverdisks, I feel that the demos are usually good and serve to give a potential customer the chance to "try before they buy".

The humble town in which I reside has very little if any real retailers who have a real working knowledge of Amigas and Amiga related software. I speak from a position of experience since I used to work for a large electrical retailers. The general views are "Buy the game or get lost". So your coverdisks are great for real hands on experience. Although I must point out that sometimes the PD games and demos are also released on some of the more inferior mags, but then again the old saying goes "You can please some of the people some of the time but ..."
Thank you for your time.
Daryl Booth, Ramsgate.

Aha! Someone gets the point!

BACK OFF BUDDY

I have an old A500 and am still finding the odd game with a bad sector here and there. One way to save the disks being damaged is to make a back-up using *X-Copy*. This means you can use the back-up and if any problems occur you can simply make another back-up from the originals.

The thing is, there are very few games which allow you to do this. Out of my collection only *Lotus 3* actually worked from the back-up, and you obviously still had to use the manual protection. This sort of thing would be great and you'd only use the originals a few times. Software companies should think more in this area, even if it means more manual protection.

Also, why don't the softies make more games HD installable. Although, this would mean no pirate resistant boot blocks and maybe a manual protection it would still be a good thing. They have been making more A1200 software HD installable why can't they do it with A500 games as well.

Or, if they don't like that the idea they should put more games out on CD which are non AGA. All the big adventures like *Indy* can be put on a single CD with more animations and music etc. This would mean all Amigas could access the games, even an old A500. I have seen auto detect AGA games which look at the chipset and change to AGA mode. This would be ideal for CD games and would maybe help more people decide to buy a CD ROM drive in the future.

Finally, why can't hardware companies produce a PCMCIA 'big box' upgrade like the Bodega Bay for the A500. This would enable A1200 owners to use Zorro cards without buying another machine. I have a Bodega for my A500 and I'm very happy with it.
Daniel Waddington, Clayton-le-Moors.

The reason most game disks won't copy is because they are made that way. You aren't actually supposed to copy the disks, not even for personal use unless the author grants you that right (you will find this licence in the front of the manual. If you can't see it, you're not allowed to copy it).

As for HD installable games, the same argument stands. When the pirates stop copying and selling every game they can, then the software industry will be able to trust the Amiga market. Thousands of pounds worth of trade is lost every year, and no software house is going to put out a game that can be duped by the casual observer.

As for manual protection, a photocopy isn't a hard thing to do! Sensible thoughts on CD games, though. What about it Lucasarts?

LETTER OF THE MONTH

A VERY NICE MAN

I know you are usually pleased to get reports of good service so how about this? I am the satisfied owner of both the Gravis Switchstick and the control pad. Recently during a rather frantic game of *Sensible Soccer* I managed to break the pad. On investigation I discovered that I had sheared the two locating pins on the direction button by using excessive force allowing the button to rotate off the contacts.

I wrote to Gravis in Canada thanking them for their products and explained the problem by way of constructive criticism and not asking for anything. Two weeks later I received from Canada a very nice letter and two new direction buttons plus two sets of contacts for under the direction button and two sets of contacts for under the fire buttons. I've had to wait longer for PD disks ordered and paid for in this country!

I know that the parts probably cost them next to nothing but for myself I consider it excellent after sales service which many other companies would do well to emulate.
Ian Mcleod, West Yorkshire

It's nice to see the personal touch in this day and age, and there's a prize of a large bucket of kudos to anyone who can beat this heartwarming story.

TONY DILLON



Now that Tony's grown out of the phase in which he would only speak in quotes from TV comedy programs, he's swotting up on 70s British TV cop shows. Over the next few months his vocabulary will be entirely made up of the words 'Guv', 'Shooter', 'Oi!', and the phrases 'You're nicked mate!' and 'You'll never take me alive, copper!'

TONY HORGAN



Would somebody please tell Tony that the summer is over. Finished. Gone. You see, he can't understand why nobody wants to come to his all-night techno barbecues anymore. "What do you mean, it's cold? Put on another bobble hat and try some of that garlic dip," he shouted over a disturbing techno jungle beat.

JOHN KENNEDY



"Cold? You want cold? You should have been round my house the day I accidentally left the freezer door open," said our John. "Once I'd finally got through the front door with an ice pick, I had to de-frost the whole house – it took a week. Sadly our poor old goldfish was never quite the same after that."

ANDY LEANING

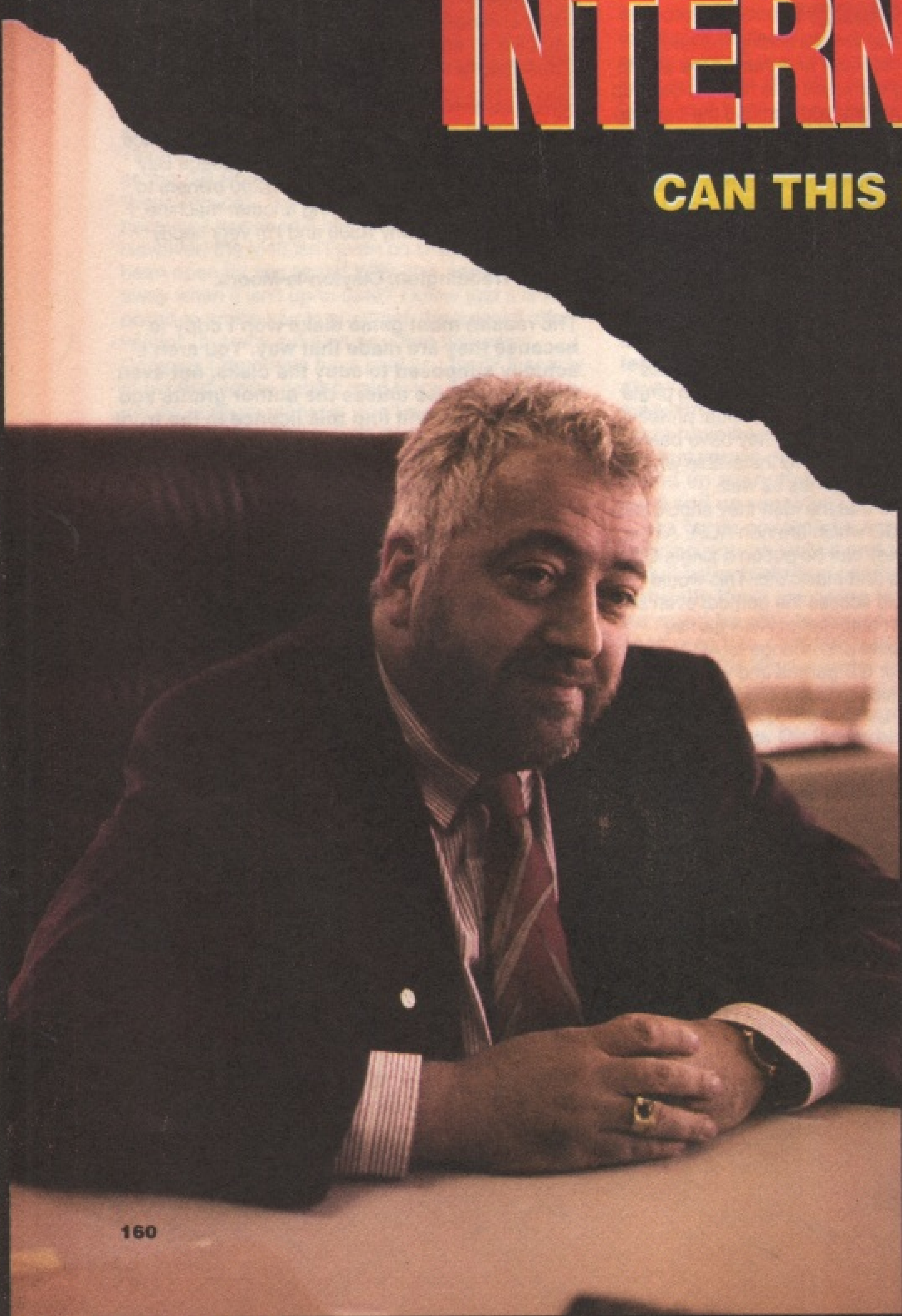


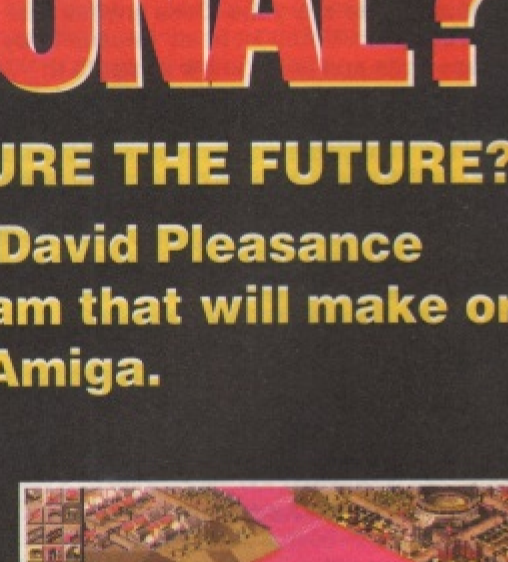
"Underfloor heating" is the response we got when Andy was asked how he'd spend the long nights. He later expanded with the comment: "Warm feet means warm shoes." Always a bit of a philosopher, he's lost us on this one. Why can't he have radiators or good old fashioned gas fires like everyone else?

AMIGA INTERNATIONAL?

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AND: Gunfight at the 3D corral! Lightwave Vs Real 3D Vs Imagine. Which one is destined to render the rest into oblivion?

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WRITE TO REPLY

André Digard's article on violence in computer games caused quite a stir. In an open forum Robert Whelan BSc (Hons) gives his point of view.

In reply to the article 'Let's get violent' by André Digard, (October Points of View) I would like to question his psychological analysis of the effects which video game violence has on children. As a student of the social sciences, and having written my dissertation on the effects of video games, I have to query the significance which is placed on the effects of video games and the subject of 'therapeutic psychology' when determining its importance to violent behaviour and significant influences in life experiences.

VIOLENCE IS A PROBLEM

It would appear from the article that the conclusions reached by the writer are not supported by existing research on the subject. A study by Steuer, Applefield and Smith (1971) demonstrated that children shown violent cartoons were more aggressive than those shown non-violent cartoons. Studies by Singer and Singer (1981) indicate that there is a correlation between exposure to television violence, and the use of violence to solve interpersonal conflict.

These studies are just a few examples of how children are effected by 'dissociated' violence on the television. However, as Wenick (1993) affirms, there is no clear evidence that children become more aggressive from the influence of video games. But some people assume that video games have a similar effect to television violence, because they are familiar with research conducted on children and television violence. Wenick even suggests that the violence on "television is far more graphic".

However, because of the nature of research, for every study that suggests violence on television is bad, another study will produce evidence which suggests otherwise. Violence in our society is a problem, however no single aspect from our culture can be highlighted as the cause for violent behaviour, as it would appear to be a culmination of many different factors, for example the availability of weapons, poverty, drug use etc.

CONTRADICTIONS

The notion of associated and dissociated violence, sound distinctly like a contradiction of terms, on the one hand André suggests that 'Tom And Jerry' cartoons are OK, because they are what he terms 'dissociated violence', with unrealistic characters, unreal situations which have no link to the real world, while a game like *Mortal Kombat* is not unreal. I would argue as Condry (1983) does; and point out that in many cases violent video game plots do not involve aggression towards humans, but typically against alien robots, malevolent spaceships, techno-monsters etc. The same principle applies to games like *Mortal Kombat*. When was the last time you saw someone like Shao Khan in the local pub? Or was able to vapourise someone with a kiss?

VALID EXPERIENCE?

The author suggests that: "When a child gets words, pictures and sound all together, that's called experience." This is not the case. These factors contribute to only a portion of an individual's experience. Words, pictures and sounds are only represented as stimulus to the brain through the central nervous system. However, the child's mother will usually be the significant and influential experience in a young person's life, and as that individual explores the world, he or she uses what they have learnt from their mother, and other significant people ie his or hers friends and other family members. It is from this experience that a child learns about the rules which govern an individuals behaviour in society.



Master Axe – Is this level of violence a acceptable or is it OTT?

André has ignored the importance of these factors when analysing the development of a child's personality through experiences. Can he honestly believe that a parent, teacher or friend who has more contact with a child than a computer game, has less influence than a game to shape that child's morals and personality?

I would also like to question the notion that video games: "will change your attitudes over the years rather than the moment you put your joystick down". Where's the evidence? There has been no longitudinal studies (studies over a period of time) on the effects of video games. In fact very little research has been conducted on the subject, and the majority originated in America which has a much more violent culture. It sounds suspiciously like André is basing his assumptions on research generated from study into television violence, which is a dangerous mistake to make as they are not comparable mediums; one being interactive the other not.

TAKE OUT THE GORE?

"What needs stopping, though, is gore. When we get rid of it we can rest easy." This is a very naive statement to make, how can anyone think that the removal of gore from video games will really make a difference to the levels of violence in the world. We only have to switch on the television to see images of gore, for example the situation in Rwanda or the OJ Simpson murder case. Taking André's argument to its furthest conclusion we must also remove half the images from the news, or censor films like Dances With Wolves because of their violent and gory content. Although I personally deplore 'gore' and extreme violence I would not censor images without evidence to support my case. As adults with our own free will we should be allowed to decide whether we wish to play *Doom* or *Mortal Kombat 2*. In the case of children, parents have a responsibility to ensure that video games are suitable for their child, instead of using video games and the television as a 'one-eyed baby sitter'. This will ensure that censorship does not encroach on another aspect of our civil liberty, as this country is already one of the most censored countries is Europe.

The factor which concerned me the most is the fact that although André's opinions would on face value appear to be valid, they tend to be ill constructed arguments without any evidence to back up his statements. I would like to be proven wrong. However, I suspect that the article is 'psycho-babble', unsupported by any objective research and not helpful to those of us concerned with the real cause and effect of violence related to this particular form of entertainment. CU

POINTS OF VIEW

Points of view is a platform for expressing opinions on any Amiga-related subjects, allowing people in the know (or who think they are anyway) an opportunity to tell you what they think outside the normal confines of the magazine.